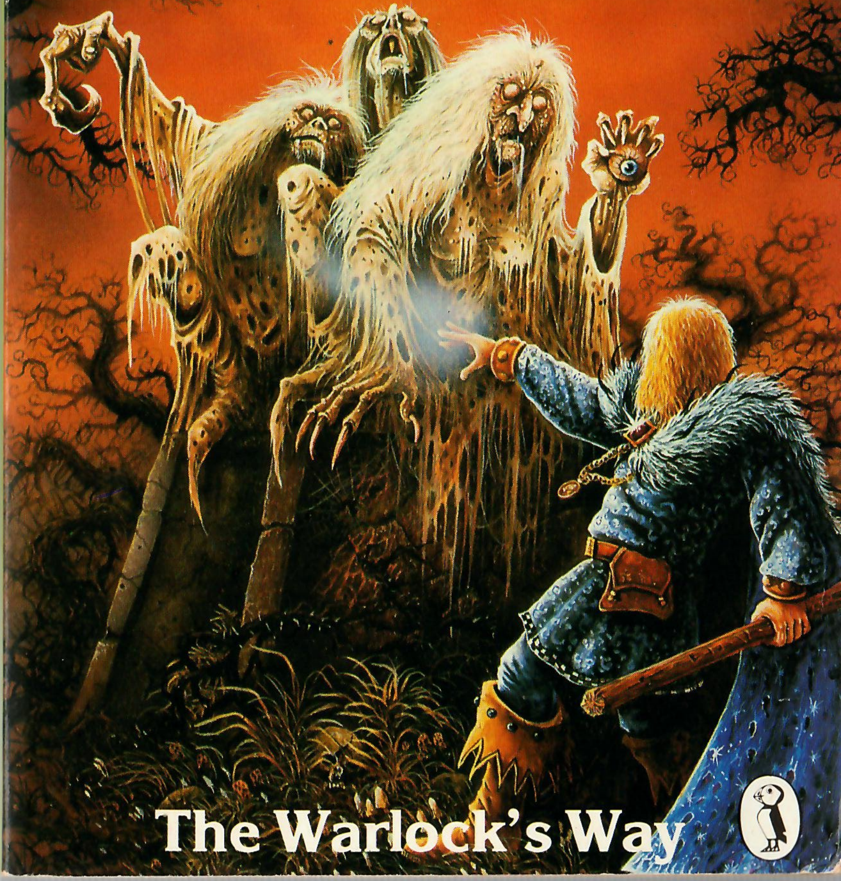
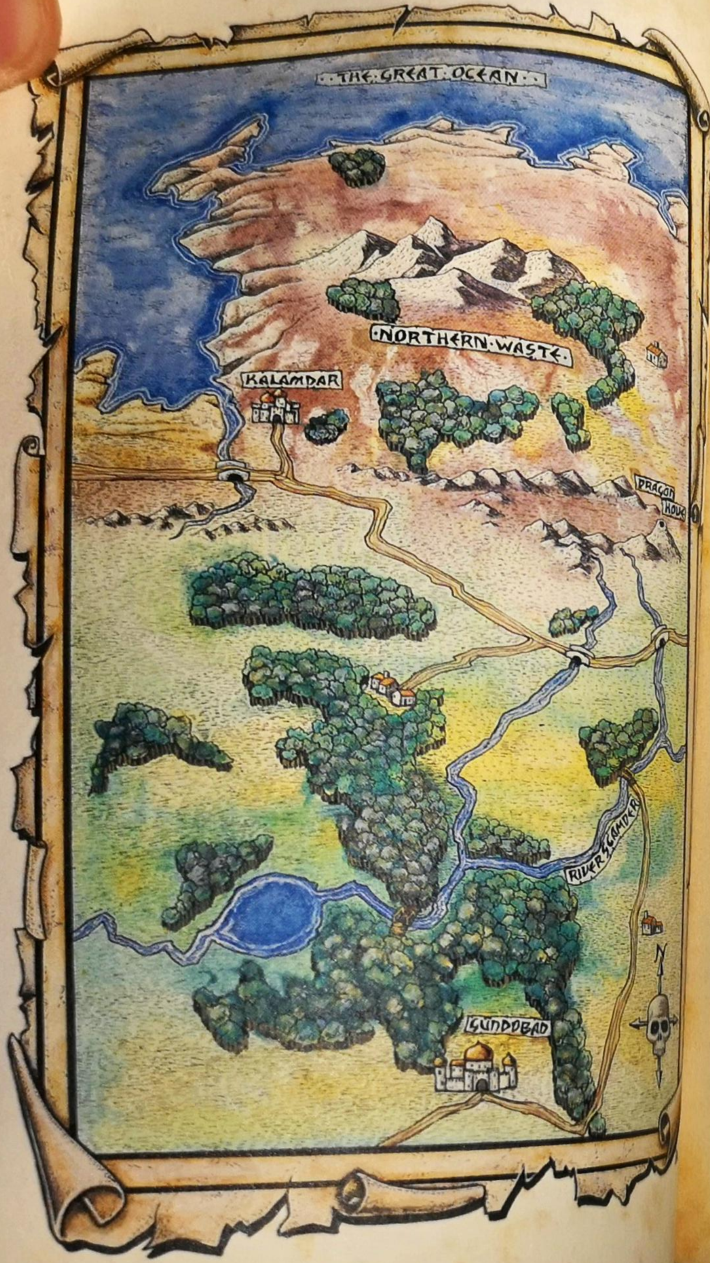
STEVE JACKSON and IAN LIVINGSTONE present

CLASH OF THE PRINCES

A Fighting Fantasy TWO-PLAYER Adventure



The Warlock's Way



PUFFIN BOOKS

CLASH OF THE PRINCES

The Warlock's Way

This is a Fighting Fantasy Gamebook with a difference – a *dual* adventure! It may be played *either* as a solo adventure *or* in combination with another person playing *The Warrior's Way*. Whichever way you play it, a perilous and thrilling adventure faces you.

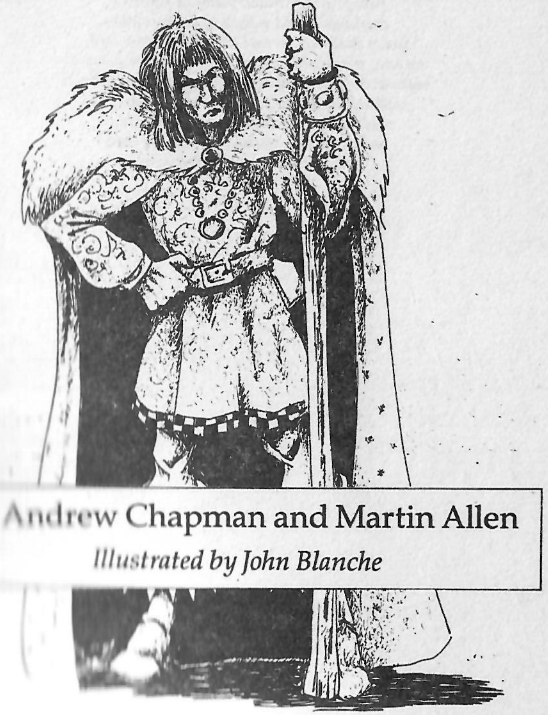
In this adventure you are Lothar, Warlock-Prince of the golden city of Gundobad. Your partner, using *The Warrior's Way*, plays your twin brother Clovis, a Warrior-Prince. The time has come for *one* of you to succeed to the throne of Gundobad, and you must both face the Trial of Kingship. The Sacred Gems are scattered across the earth, and only by the discovery of one of them may the lawful ruler of Gundobad be known. Will you or Clovis get there first?

But beware! The Trial of Kingship is not for the faint-hearted. Traps and terrible monsters lie in wait for the unwary, but with your skill and your strong sword-arm you may win through.

Steve Jackson and Ian Livingstone present:

CLASH OF THE PRINCES

THE WARLOCK'S WAY



by Andrew Chapman and Martin Allen

Illustrated by John Blanche

Puffin Books

CONTENTS

Introduction 9

The Trial of Kingship 22

Adventure Sheet 24

INTRODUCTION

You are Lothar, a powerful Warlock-Prince of the golden city of Gundobad. Together with your twin brother Clovis you are next in line for accession to the throne of your father, King Gunderbock XVI, ruler of Gundobad. The time has come to decide which of you has the necessary skills and character to succeed your father as king.

Before you can begin the trial of kingship, however, you must learn how to use this book either as a solo adventure or, when used in conjunction with another person reading *The Warrior's Way*, as a two-player adventure.

The Two-player Adventure

On a reasonably sized sheet of paper to be shared with the other player, draw a line down the centre to create two columns. Above one column write the word STATUS and above the other write the word ACTION:

STATUS	ACTION
0	0

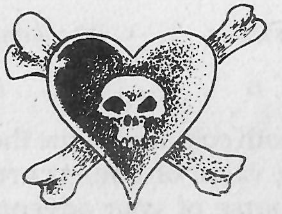
At the top of both columns, write the numeral 0: this is the starting value of both STATUS and ACTION. During the course of your adventure you will be given instructions to follow regarding the value of STATUS and ACTION; it is *absolutely essential* that you follow these instructions, to keep the adventures of Lothar and Clovis in line with each other.

In some instances, you will be instructed to talk with the other player to decide upon some course of action. Again, it is essential that the two of you converse at these points to decide upon a joint course of action; otherwise the two adventures will fail to be coherent and in line with each other. When you have both agreed on a course of action, you should turn to the new pages that you have selected *at the same time*.

Conversely, if you are not given explicit instructions to talk with the other player to decide a course of action, then you should remain silent.

If Clovis is killed or removed from the adventure, you may continue with your adventure by using the rules for the solo adventure (see below).

If your character is killed or removed from the adventure, be sure to inform the other player of this, while also giving a reminder that Clovis should continue by using the rules for the solo adventure.



The Solo Adventure

If you are reading this book alone, or the other player has been removed from the two-player adventure, then ignore *all* instructions to change either STATUS or ACTION. Instead, give both of these the permanent value of 1. Thus, whenever you must turn to a new page on the basis of the value of STATUS or ACTION, you must always select the option which follows from either of them having a value of 1.

Your Abilities

Your abilities to fight, withstand damage, escape from tricky situations and cast spells are determined by your SKILL, STAMINA, LUCK and MAGIC points. On your *Adventure Sheet* on pages 22–3 you will see sections where these attributes are to be recorded. They are derived as follows:

Roll one die. Add 4 to the result. Enter this total as your SKILL score.

Roll two dice. Add 12 to the result. Enter this total as your STAMINA score. If your STAMINA ever reaches zero, you have been killed.

Roll one die. Add 6 to the result. Enter this total as your LUCK score.

Roll two dice. Add 12 to the result. Enter this total as your MAGIC score.

Using Luck

On occasion, you will be called upon to *Test your Luck*. When this occurs, roll two dice. If the result is *equal to or less than* your current LUCK score, then you have been Lucky. If the result *exceeds* your current LUCK score, then you have been Unlucky. Each time you *Test your Luck*, reduce your current LUCK score by 1 point. Thus, the more you use your LUCK, the riskier it becomes. LUCK points may sometimes be restored, but you may never exceed your *Initial* score.

Combat

Combat is conducted in much the same way as in other Fighting Fantasy Gamebooks, but with a few minor differences to keep in mind. In some combat situations you will be permitted to cast a Battle Spell which may modify some of the basic combat rules: see the section on Battle Spells. The basic rules of combat are:

1. Combat is simultaneous. Individual combat is conducted as a series of rounds in which one combatant will inflict damage upon the other.

2. Roll two dice. Add your opponent's SKILL score to the roll. The total is your opponent's *Attack Strength*.

3. Roll two dice again. Add your SKILL score to the roll. The total is your *Attack Strength*.

4. If your opponent's *Attack Strength* is higher than yours, the opponent has inflicted damage upon you: deduct 2 points from your STAMINA.

5. If your *Attack Strength* is higher than your opponent's, you have inflicted damage upon your opponent: deduct 2 points from your opponent's STAMINA.

6. If both *Attack Strengths* are equal, both attacks have missed. Start the next combat round from step 2 above.

7. Continue this combat until either your opponent's or your STAMINA is reduced to zero (death).

In cases where you are fighting more than one opponent, fight only the first listed. If you defeat this opponent, go on to fight the second listed, and so on.

In combats where you are fighting with Clovis against *more than one* opponent, you should each select one foe and synchronize your combat rounds – in effect fighting the battle together, matching combat round to combat round. If you defeat your opponent while Clovis is still engaged, you should select the next undefeated foe listed after Clovis' opponent. If the only enemy left is the one Clovis is fighting, then you should treat that battle in accordance with the normal rule for when both you and Clovis are fighting a *single* opponent. This rule is that you should each fight the opponent one at a time in alternate combat rounds. Roll a die or toss a coin to determine who will start the fight in the initial combat round.

Using Battle Spells

Whenever in the course of your adventure you are instructed by the book that it is permissible to use a Battle Spell and you actually wish to do so, the procedure is as follows:

1. Battle Spells must be cast *before* combat begins.

2. Select the spell you wish to use from the list of Battle Spells on pages 19–21 (you may wish to photocopy this list for ease of use). Any spell may be selected; you do not have to list which spells you wish to take with you at the beginning of the adventure.

3. Deduct the spell's cost from your MAGIC points. If your MAGIC score ever reaches 0, you may not cast any more spells of any kind.

4. Roll one die. If the result is 6, then the spell has failed and has no effect whatsoever. If the result is less than 6, then the spell is successful: refer to the Effects column of the list of spells.

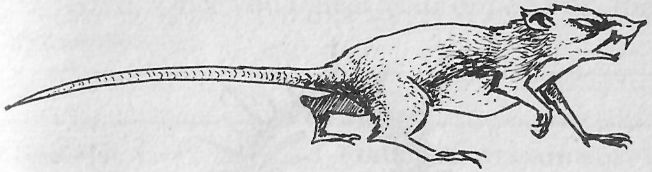
5. All spells last for the duration of the current combat. In addition, only one Battle Spell may be cast in any one encounter.

Using Other Spells

In some instances, you will be given the option of casting a spell to overcome an obstacle or to extricate yourself from a sticky situation. In these cases a short list of three or four spell options with their costs will be given at the time. You must select one of these spell options, deduct the spell's cost from your MAGIC points and – as for Battle Spells – roll one die. If the result is 6, the spell has failed and you must turn to the page indicated for spell failure. If the result is less than 6, turn to the page indicated next to the spell you chose to cast. If you are ever in the situation of casting a spell when you in fact have 0 MAGIC points, then your spell will automatically fail.

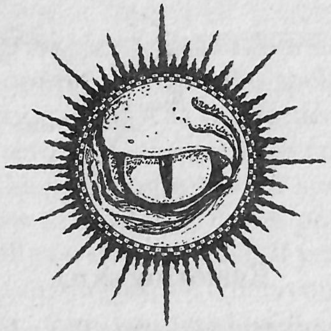
Restoring STAMINA

During the course of your adventure, you are almost certain to lose STAMINA points. Generally, you may recover these by consuming Provisions at any time other than when engaged in combat, casting spells, or other hostilities. You begin your adventure with 10 'lots' of Provisions – list these on your *Adventure Sheet*. For each 'lot' of Provisions that you consume, you will recover 2 points of STAMINA. Note, however, that your STAMINA score can never exceed its *Initial* score.



Restoring SKILL

There will be occasions during the adventure when you may lose SKILL points, and other occasions when you may gain SKILL points. But your SKILL may never exceed its *Initial* value.

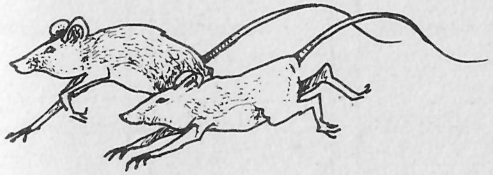


Battle Spells

Note: the effects of Battle Spells are quite temporary; they last only as long as the specific combat you are involved in. Once you defeat your opponents, the effect ceases.

Spell	*Cost*	*Effect*
WEAKEN	2	Reduce the STAMINA of *one* opponent to *half* its listed value.
CLUMSY	1	Reduce the SKILL of *one* opponent by 2 points.
DEATH BLAST	2	Roll one die and deduct the result from *one* opponent's STAMINA.
ZAP	3	Reduce the SKILL of *all* the opponents listed by 1 point and reduce their STAMINA by 2 points.
SLEEP	1	For *each* opponent listed: roll one die for each point of STAMINA they possess; if *any* of the rolls is 6, then the spell has no effect. If *none* of the rolls is 6, then the spell sends that opponent to sleep for the duration of combat. Any opponents sent to sleep are treated as being defeated.

Spell	*Cost*	*Effect*
BEFUDDLE	2	Affects *all* opponents listed. Whenever you are hit by an opponent, roll one die. If the result is 1, 2 or 3, you receive no damage. If the result is 4, 5 or 6, you receive the normal damage of 2 STAMINA points.
NIMBLE	2	Affects only yourself. Whenever you are hit by an opponent, lose only 1 point of STAMINA instead of the normal 2.
STRENGTH	2	Affects only yourself. Whenever you hit an opponent, increase the amount of damage you inflict to 3 points of STAMINA instead of the normal 2.
EMPOWER	1	Affects only yourself. Increase your SKILL by 1 point.
AURA OF INVINCIBILITY	3	Affects both you and Clovis. Increase both your SKILLS by 1 point each.
SHADE	1	Creates a spirit warrior who will fight in your place. This creation has SKILL 7, STAMINA 4. In combat, use the Shade's attributes instead of your own. If the Shade is defeated, continue the combat using your SKILL and STAMINA.
RESTORE	variable	Affects only yourself. You may change MAGIC points into STAMINA points at the rate of 3:2 (e.g. 6 MAGIC points become 4 STAMINA points). The MAGIC points are lost, of course; so however many MAGIC points you use are effectively the cost of casting this spell.



ADVENTURE SHEET

SKILL *Initial* *Skill=*	STAMINA *Initial* *Stamina=*	LUCK *Initial* *Luck=*
MAGIC *Initial* *Magic=*	GOLD	PROVISIONS REMAINING

NOTES AND ITEMS

MONSTER ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

THE TRIAL OF KINGSHIP

You are Lothar, Prince of Gundobad and Warlock-Protector of the golden throne of your father, King Gunderbock XVI. You and your twin brother Clovis are in direct contention for accession to kingship upon the ritual abdication of the old king.

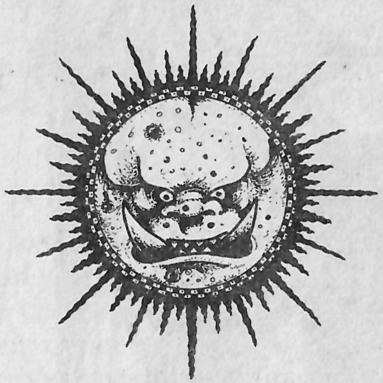
The city-state of Gundobad, though lying in the centre of the great empire of the Pasha Vulfolaic the Vicious – an exceptionally rapacious emperor – still selects its own rulers by means of the ancient methods handed down through the aeons. Tradition has it that the first ruler of Gundobad, King Ossil the Harmful, had an enormous crown forged of iron and studded with a thousand blue gems, which were stolen for him from the Plain of Ice in the Third Hell by his Faerie wife.

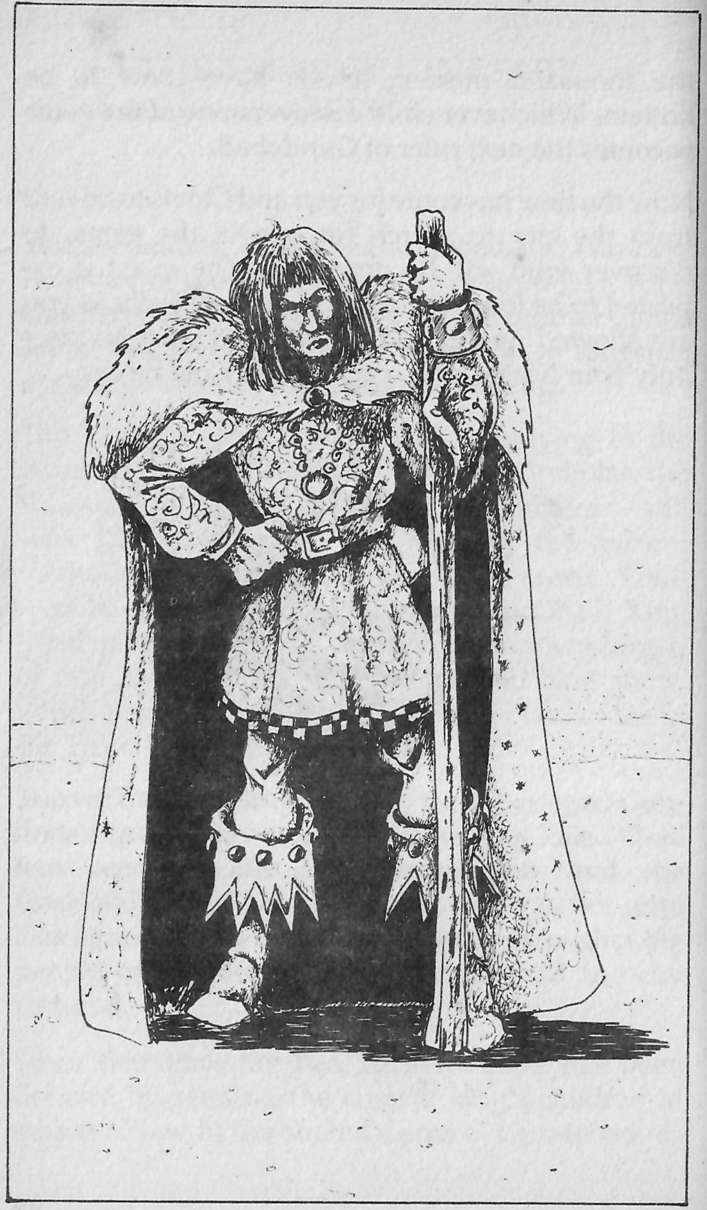
The Ice Demons, angry at this theft, besieged Gundobad and brought the city down; they killed Ossil and scattered the city's inhabitants and the thousand jewels across the earth. It was not until Ossil's son found one of the missing gems that the people of Gundobad were reunited and the city restored.

Since that time the heir to the throne has been decided by sending the current king's children in search of one of the Sacred Gems of Gundobad, as

the thousand missing jewels have come to be known. Whichever child discovers one of the gems becomes the next ruler of Gundobad.

Now the time has come for you and Clovis to be sent from the city to search for one of the gems, to discover who will become king. The quest is expected to be long and dangerous, especially as you are allowed no aid and virtually no possessions – only your horse, staff, pack and 10 Gold Pieces.





1

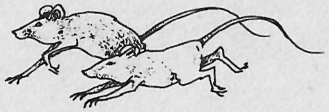
If you wish to travel with Clovis, turn to **199**; otherwise, turn to **148**.

2

You journey along the path for several more days, being caught, one evening, in a severe storm (if you still have your horse, it bolts away during this bad weather – cross it from your *Adventure Sheet*). After the weather clears, you see that the forest thins out a bit to one side of the path, in the direction of some craggy hills. The path skirts these downs and continues through the forest. Will you continue along the path (turn to **257**) or head towards the hills (turn to **167**)?

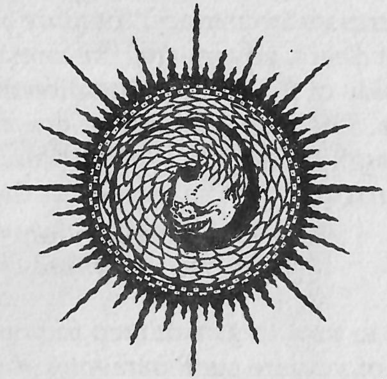
3

Tell Clovis to turn to **3**. You step forward and say, 'The three of you are such paragons of beauty that we cannot choose between you.' The three old women seem rather unhappy with this answer; the one-eyed crone casts a fearful radiance upon you, while the one-toothed and one-clawed crones respectively bite and scratch you. Lose 2 points of SKILL and 2 points of LUCK. Roll one die and deduct the result from your MAGIC points. Turn to **389**.



4

Stepping over the Hobgoblin's body, you move into the back of its cave and find a small supply of torches and two rough-hewn but man-sized tunnels side by side. You light a torch. Will you take the left-hand (turn to **82**) or the right-hand tunnel (turn to **278**)?



5

You break free from the weakened tree, take your staff in hand and swing it at the evil Sprite.

WOOD SPRITE SKILL 6 STAMINA 6

If you defeat it, turn to **116**.

6

Clovis falls prey to the Scuttlies. Fortunately, his body is so large that it blocks the tunnel, allowing you to escape to the surface; the only possessions you have left, however, are the clothes you are wearing and your staff. You press on through the hills and eventually reach a forest path. Turn to **257**.

7

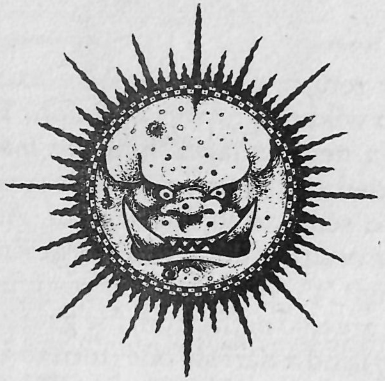
Upon your return, the Faeries are exultant; they rejoice with wild and joyous abandon. Their queen constructs a new garland from the materials you have provided and heals your magic powers: return your MAGIC score to its *Initial* level. As an added reward, she bestows upon you a large ring inscribed with the digit '1'. You decide to resume your journey. There are two paths from the glade, a wide one (turn to **367**) and a narrow one (turn to **340**).

8

You return to the surface where, to your dismay, you see the sharp triangular fin of a Shark cutting straight towards you. The vicious creature, having sensed your presence, is moving into the attack. You move to defend yourself, despite being sluggish in the water. You may cast a Battle Spell if you wish.

SHARK SKILL 10 STAMINA 6

If you defeat it, turn to 74.



9

You search the hut and find a small coffer which holds a red jewel and 10 Gold Pieces. Talk with Clovis to decide how you will split the treasure. When you have decided, you leave the hut, recover your horses and continue through the forest, arriving eventually at the banks of the River Scamder.

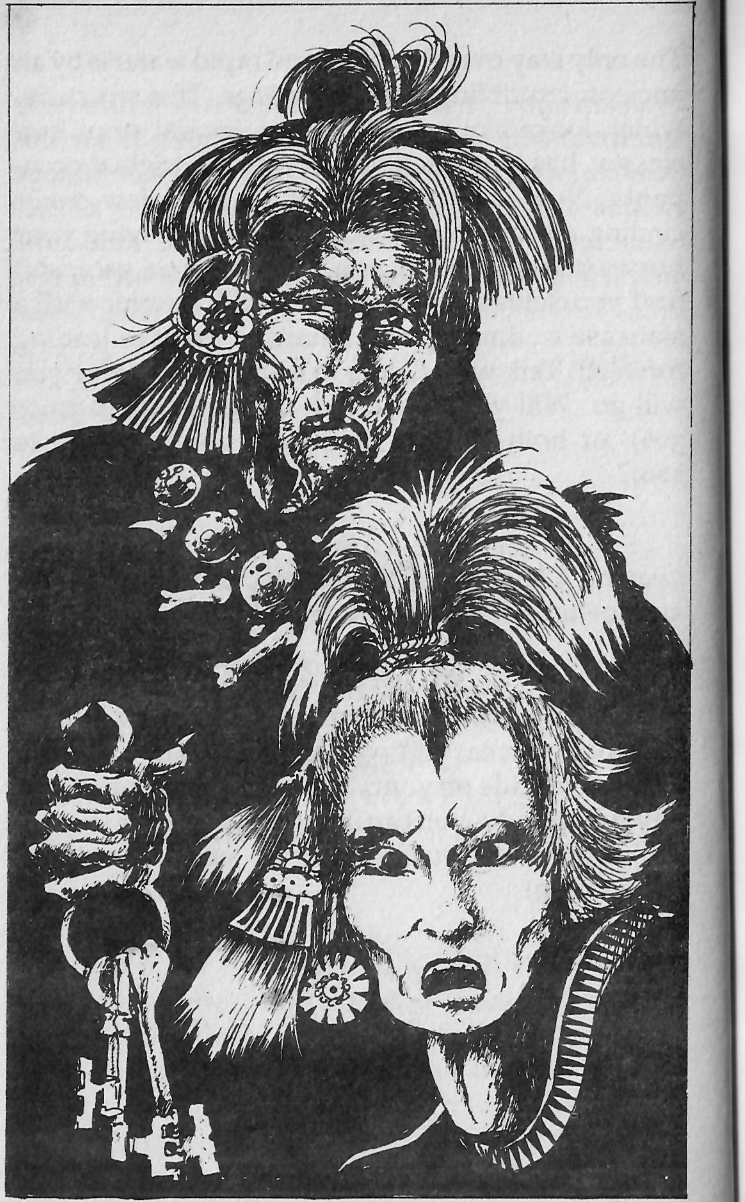
The only way over this wide and rapid water is by an ancient, crumbling, fortified bridge. This structure, which looks like a castle set on several stout buttresses, has long been deserted by its original occupants. Now the only signs of life are a few crows circling a tower high overhead. After leaving your horses behind, both of you enter the main gate, and find yourselves in a dark and heavy interior with a staircase leading up and a narrow passage leading forward. Talk with Clovis to decide which way you will go. Will you both climb up the stairs (turn to 306), or both venture down the passage (turn to 186)?

10

Leaving Clovis, you double back out of the desert and towards the port of Kalamdar. Turn to 227.

11

Pushing the men, who are now really dead, back into their graves, you retreat to the road. Talk with Clovis to decide on your next course of action. If you haven't already, you can inspect the gallows (turn to 236); otherwise, you prepare to journey onwards (turn to 179).



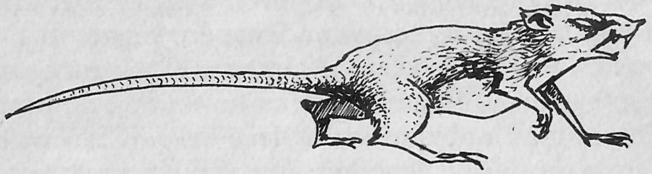
12

The stairs lead you into the inn's barn. From here you travel into the hills that lie to the north. On the third day out you are ambushed by a large number of Amazons; they knock the two of you out as you rise groggy from a good night's sleep. They carry you bound and gagged by devious routes through the mountains, taking several days to reach their settlement on the northern side of the range. It is nightfall when you arrive. They untie you and push you into a wooden cage in the centre of the slave-compound. Everything you own has been stripped from you (cross all the items from your *Adventure Sheet*). As long as you are without weapons, count your SKILL as being 2 points lower than it actually is. If you manage to recover a weapon, restore the 2 points to your SKILL. A haggard old Amazon approaches, a large bundle of keys hanging from her belt; she is obviously the slave-keeper. Talk with Clovis to decide whether you should attempt to snatch the keys from the keeper (turn to **104**), or wait until she is gone, then trust in Clovis's strength to force your way from the cage (turn to **161**).

13

You approach the three men and inquire about the possibility of them ferrying you to the other side. 'We are the puntmen,' says one, 'and this is the Lake of Death. It is never more than a yard deep, but is populated by fish which are both highly venomous and invisible. We will take you across, but for this you must pay us 6 Gold Pieces.' Will you:

Pay the men to ferry you across?	Turn to **245**
Use a spell to get to the other side?	Turn to **386**
Assume they are trying to con you and so wade across?	Turn to **151**



14

You cast the spell, rush into the air and speed along the lake edge. The birds, unperturbed, also speed up to give pursuit; they catch you fairly quickly. Turn to **479**.

15

Tell Clovis to turn to **15**. The sack shrinks around you, and gets tighter and tighter, until you and Clovis can no longer breathe. Choked by your own spell, your adventure is over.

16

The fat woman's eyes flick open. She beams at you and makes a sacred sign before closing her eyes and drifting off again. This benediction restores 5 of your MAGIC points. You continue through the room and arrive at the door. Turn to **288**.

17

Clovis collapses. You rush to your dying brother's side, but this leaves you open to fire from the enemy. Fatally wounded, you collapse beside Clovis. Your adventure is over.

18

'Correct,' hisses the Demon, snatching you with several of its tentacles and lowering you to the cavern floor. Before you, carved into the rock, are three niches side by side. The first niche, which is filled with a red light, has a large red gem resting in it; the second niche, filled with a yellow light, has a large green gem resting in it; the third niche, filled with a green light, has a yellow gem. 'Take that which you would rule with,' commands the Demon, still holding you fast. Will you take hold of:

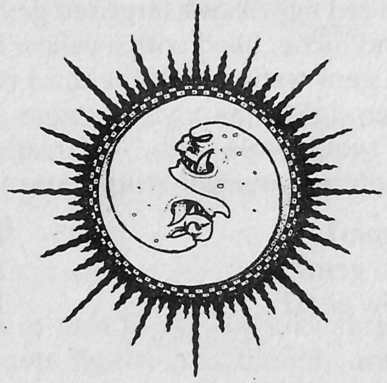
The red gem?	Turn to **439**
The green gem?	Turn to **454**
The yellow gem?	Turn to **482**

19

You can see no further way down, so you return to the surface. The two rods, you discover, screw into each other to make a medium-sized fighting staff, which has magical properties. Whenever you hit an opponent with this weapon not only will you inflict the usual 2 points of damage to your foe's STAMINA, but you will also reduce your opponent's SKILL by 1 point. Next, you turn your attention to the rock-pool. Turn to **205**.

20

As soon as you march on to the corsair, you are bound and thrust into the hold. Trussed like a gamebird with your fellow passengers, you are taken to foreign lands and sold as a slave. Your adventure is over. Turn to **39**.



21

'Hey, Giant!' yells Clovis. 'We'll give you all of our Gold Pieces if you set us free.' The Giant, disturbed by the shouts coming from his sack, pounds both of you rather viciously with his club. Unconscious and heading for the pot, your adventure is over.

22

Turn to **398**.

23

As soon as you touch the band of electricity, you disappear; you have been vaporized by several hundred million volts. Electron, having a good laugh at your expense, flies back into the clouds. Your adventure is over. Turn to **39**.

24

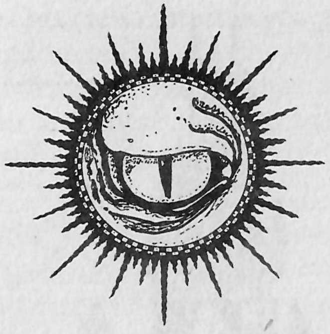
The spell fills you with vigour and power, but the tree, centuries old and hale as ever, maintains its crushing grip and slowly forces the air and life out of you. Your adventure is over. Turn to **39**.

25

The two of you press on into the hills. After a couple of days you come across a small but crowded inn, run by an ill-tempered and dishevelled publican called Sweeney. Once you have arranged rooms for the night, you step into the main drinking-room, to find yourselves confronted by none other than the Imperial Tax Collector. 'Ah, we meet again,' he says greedily, stroking his leather eye-patch. 'I see you are both without horses. This means you are liable to a pedestrian levy of 10 Gold Pieces each.' Talk with Clovis about your joint finances; any items you may have picked up on the way can now be sold for 2 Gold Pieces each. If you *both* have enough Gold Pieces to pay this tax, deduct the amount from your *Adventure Sheet* and turn to **132**. If either of you doesn't have enough Gold Pieces, turn to **70**.

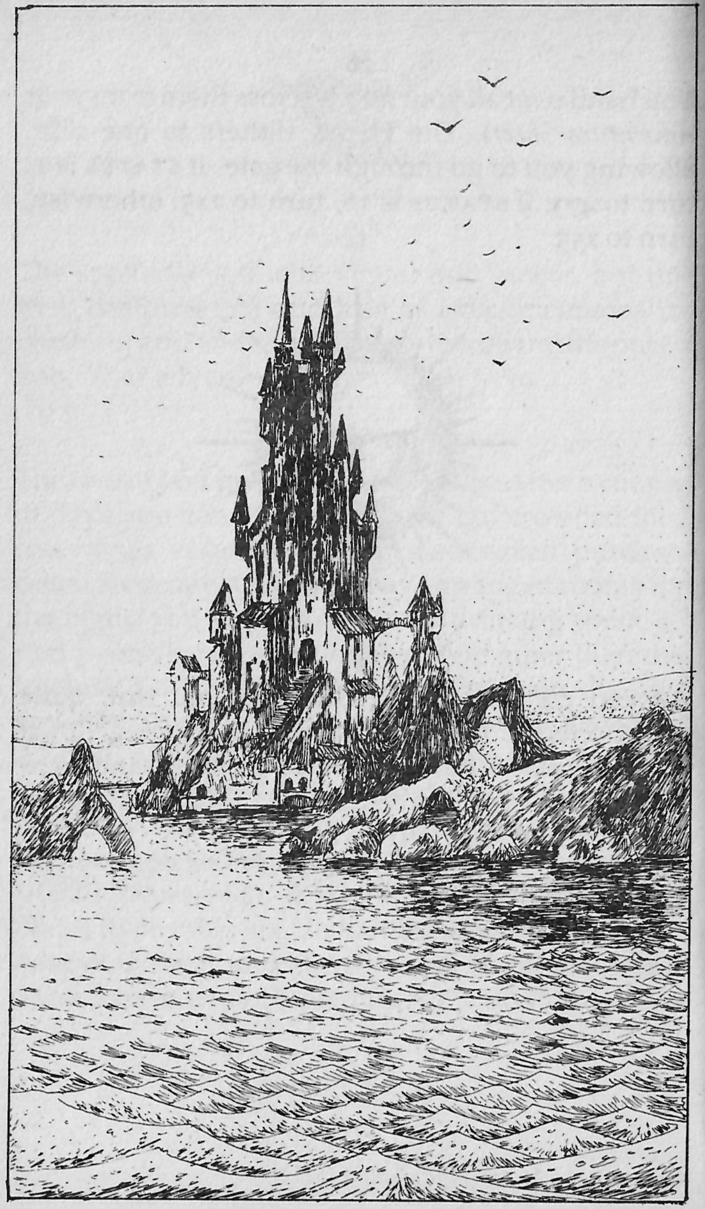
26

You hand over all your goods (cross them from your *Adventure Sheet*). The Hydra slithers to one side, allowing you to go through the gate. If STATUS is 1, turn to **473**; if STATUS is 16, turn to **115**; otherwise, turn to **155**.



27

As you continue along the path you run, quite unexpectedly, into Clovis, who is coming down another track. After exchanging greetings and a few words about your adventures, you continue down the path together. Turn to **224**.



28

The rest of the night passes quietly. In the morning, the merchantman pulls into a small harbour dominated by a bleak and towering castle. Ravens and crows flock in large numbers on its deserted battlements, and the surrounding land is a dry and desolate waste. The ship's master, a bit irritated at your killing three of his crew, informs you grumpily that this is the kingdom of Peleus, who, because of long suffering and frequent illness, has neglected his land. Will you land here (turn to **65**) or continue travelling by ship (turn to **369**)?

29

Easing your joint weight on to the narrow bridge, you begin to inch your way forward, down the long parabola of decayed rope and rotting wood. After a few hundred yards, you feel a series of ominous shudders running through the structure – evidently the bridge, already heavily burdened with its own terrific bulk, has found the two of you too much to bear. It collapses, plunging both of you into the ocean hundreds of feet below. Your adventure is over.

30

As the slave-trader draws up beside you, he flicks a short whip at a skullcapped menial and points a finger at you. 'There,' he says. 'That is the sort of merchandise I want – no more half-starved peasants!' As the slaver seems to be taking an unhealthy interest in you, will you run away (turn to **450**) or cast a spell to frighten him (turn to **426**)?

31

Change ACTION to 39. Stay on this page until STATUS changes. If STATUS changes to 1, turn to 44; if STATUS changes to 19, turn to **421**.

32

Clovis opens the basket. A hideous Cockatrice – half reptile, half bird – leaps out, clawing your brother in the face. Its darting glance is so venomous and hate-filled that the two of you are reduced to dust almost instantly. Your adventure is over.

33

The path continues to wind through the boggy terrain, eventually leading you to another junction. Will you turn left (turn to **171**) or right (turn to **193**)?

34

You cast your spell and leap for the far side of the tower. Unfortunately, the bridge is a poor platform to jump from and the tower is rather high: you crash into the bell, which resonates with a loud *bong* as you fall to the ground and land on the Hydra. The monster wakens immediately, and turns into a nasty, writhing, snapping opponent. You will have to fight it. Turn to **487**.

35

Clovis falls under a rain of savage blows. Distracted by this sudden and unfortunate turn of events, you leave yourself open to a sudden sword thrust from one of the Orcs. You sink mortally wounded to the floor. The adventures of both of you are over.

36

Having vanquished the knight, you search his body, but find nothing of much use to a warlock except an Oak-leaf Amulet, whose power or use is undefined but tangible. You pocket this and continue on your way. Turn to **344**.

37

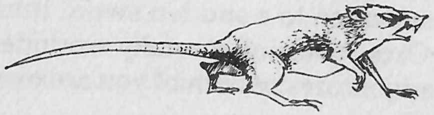
After several weeks of life on the slave-route, you realize that rescue or escape is impossible. You are doomed to a life of servitude in foreign lands. Your adventure is over. Turn to **39**.

38

Clovis draws his sword and drives it into one of the cocoons. It bursts open, spraying poisonous liquid over both of you: roll one die and deduct the result from your STAMINA. If Clovis has been killed, turn to **497**; otherwise, turn to **106**.

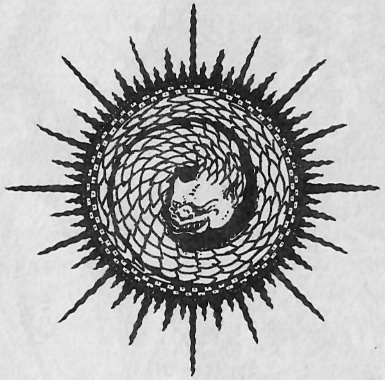
39

If necessary, change ACTION to 1 and tell Clovis that he must use the rules for the solo adventure from now on.



40

The thin man's eyes flick open. He smooths back his long hair in an irritated gesture, and then punches you harshly in the mouth: lose 2 points of STAMINA. 'Don't interrupt!' he cries, before closing his eyes and drifting off again. You continue through the room and arrive at the door. Turn to **288**.

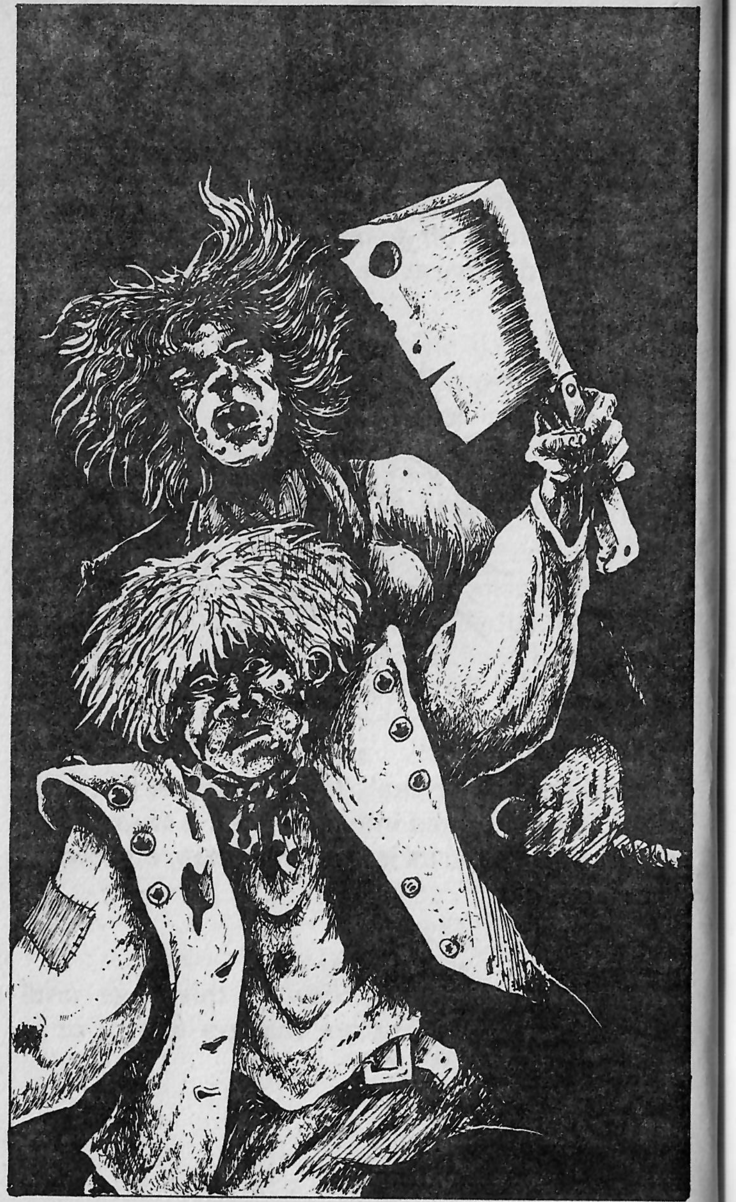


41

You recover the Hydra's key, approach the gate, unlock it and proceed into the tower. If STATUS is 1, turn to **473**; if STATUS is 16, turn to **246**; otherwise, turn to **155**.

42

Change ACTION to 25. Stay on this page until STATUS changes. If STATUS changes to 1, 4 or 5, turn to **165**.



43

You mistime your leap for the chandelier, and dive to the floor instead. The innkeepers, warned by your clumsiness, have ample time to take up meat-cleavers and skewers to defend themselves; the publican attacks you, while his wife gets stuck into Clovis. Talk with Clovis and fight the battle together.

	SKILL	STAMINA
PUBLICAN	9	6
WIFE	7	4

If you defeat them and Clovis is alive, turn to **213**. If you win, but Clovis is dead, turn to **261**.

44

The door opens into the side of an immense cavern, whose pitch-blackness is hardly relieved by a few guttering lights set at random and distant intervals about the walls. Floating in the centre of this cavern, and glimmering in the blackness, is a huge Demon. Innumerable tentacles snake around its blotched and putrescent body; stalked eyes gaze at you with a disinterest born of aeons of existence. 'Lothar,' it hisses through a ragged hole, 'how many pits are there in the Three Hells?' If you know the answer, turn to the section that is equal to the number of pits in hell. If you do not know the answer (or you make an incorrect guess, in which case the section you turn to will not make sense in this context), turn to **380**.

45

'Come then,' says the Faerie Queen, and sets off into the night-time forest. She takes you to the base of a high, rocky hill, which is denuded of all but a few trees and pocked with caves. She points to one of the caves and tells you that it is occupied by an evil Wight who has stolen all the necessary materials needed to fashion a new garland. 'It is nearly dawn,' she says, 'so you must hurry if you are to get them back from him.' Will you go straight into the cave (turn to **134**), or try to entice the Wight out (turn to **113**)?

46

You jump to your feet and lash about with your staff. Your resistance is short and futile, however, as the numerically superior Kobolds, irritated by your act of defiance, waste no time in putting you to death. Your adventure is over. Turn to **39**.

47

The Scuttlies' burrow is so narrow that only one of you can fit down it at a time. Clovis, being the trained warrior, takes the lead, while you follow behind. After only a matter of feet you run into a pair of Scuttlie guards, who busily engage Clovis in combat. As the tunnel is so tight, you may not take part in this battle. Stay on this page until Clovis has finished the battle, when he will tell you which section to turn to.

48

Having defeated the Troll, the two of you decide to search his hovel, and discover, when you enter the tiny lice-infested shanty, that the Troll was a great collector: all the walls are lined with shelves and all the shelves are full of junk. However, just about everything in the room is useless, but you do find a small chest with an intricately worked latch. Talk with Clovis to decide who will open the chest. If you open the chest, turn to **143**; if Clovis opens the chest, turn to **248**. If you decide not to touch the chest, you may leave the Troll's house and cross the bridge (turn to **418**).

49

The spear drops to the floor with a wooden clatter. Slowly, it contracts and changes timbre – turning into a large golden chalice filled, apparently, with blood. Will you take it to King Peleus (turn to **433**), or leave the castle with it under cover of darkness (turn to **492**)?

50

Tell Clovis to turn to **50**. Beside the path is a large coffer, full of Gold Pieces. As you step forward, however, the Leprechauns materialize next to it, lift the Gold between them and vanish. The two of you continue down the path. Turn to **224**.

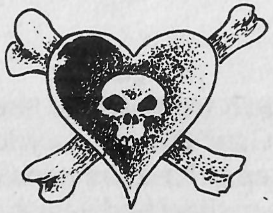
51

Clovis eases his weight on to the creaking bridge and, slowly but surely, works his way along it; eventually he disappears into the mist that surrounds the distant island. Change ACTION to 36, then stay on this page until given instructions by the other player as to where you should turn to.

52

The ivy sputters and crackles satisfyingly in the fire. 'The sacrifice is done!' cries the Druid. 'The King is restored!' He then puts four goblets on the stone next to the mistletoe; each is filled with a clear liquid. 'Drink,' is all he says. Which goblet will you drink from:

The stone goblet?	Turn to **119**
The silver goblet?	Turn to **188**
The crystal goblet?	Turn to **228**
The gold goblet?	Turn to **279**



53

The tunnel descends steeply into a vast subterranean cavern where it splits; each branch goes off in opposite directions along the cavern wall. You can just see in the dim light a small landing jutting out some yards above. If you have some rope, you can climb up to this outcrop (turn to **396**). Otherwise, you will have to follow the cavern path either left (turn to **203**) or right (turn to **278**).

54

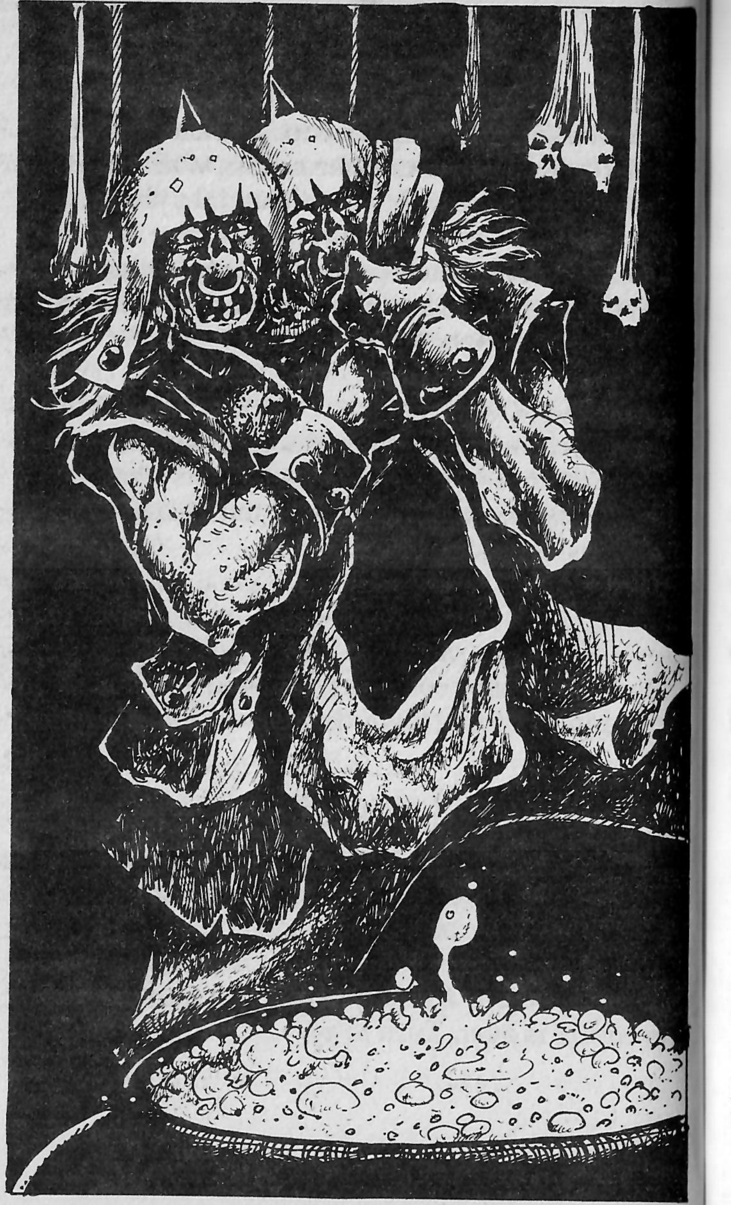
The path continues to twist through reed beds and boggy expanses, and eventually splits again into another two tracks. Will you turn left (turn to **171**) or right (turn to **193**)?

55

Clovis walks out on to the bridge which, promptly and disastrously, collapses under his weight and sends him spinning towards the lava below. Turn to **99**.

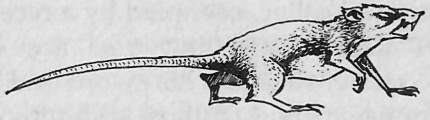
56

You cling to the rock. Its safety, however, is purely illusory: a gigantic wave crashes past and drags you into the churning sea. Having no time to cast a spell with which to save yourself, you flounder for a few moments before sinking below the surface. Your adventure is over. Turn to **39**.



57

Tell Clovis to turn to **57**. The Giant, reaching his home, opens the sack to pop you both into the cauldron; looks of bewilderment spread over his faces as he falls prey to your illusion that his sack is empty. 'Must have fallen out somewhere back there,' he says, laying the bag to one side. Instantly, you both leap out of the sack and sprint into the wood, where you eventually find a path to follow. Turn to **224**.



58

You wake suddenly, hearing Clovis screaming in terror. The two of you are lying under the dusk sun, pinned out on the sand by wooden stakes tied to your wrists and ankles with thick leather bonds. 'Look,' says Clovis, desperately motioning with his head, 'the Sand Piranha are coming.' You see small reptilian creatures, with big white teeth, leaping from the sand like fish at sea, as they make their way towards you. You decide that a spell is the only way out. Will you rot your leather bindings, at a cost of 3 MAGIC points (turn to **125**), shrink the wooden stakes, at a cost of 2 MAGIC points (turn to **372**), or set fire to the wooden stakes, at a cost of 1 MAGIC point (turn to **424**)? If the spell fails, tell Clovis to turn to **361**.

59

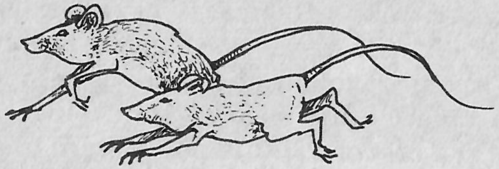
Turn to **321**.

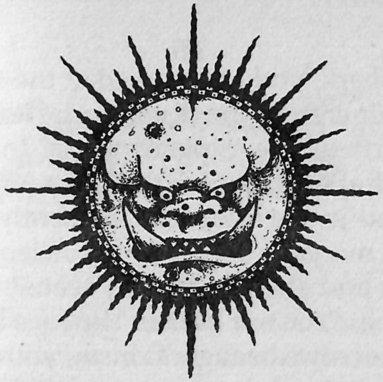
60

Change ACTION to 24. Stay on this page until STATUS changes. If STATUS changes to 1 or 5, turn to **103**; if STATUS changes to 4, turn to **212**.

61

Clovis shakes you awake, urging you to hurry. You struggle to your feet and see you are in a small blood-spattered cellar, occupied by a recently slain Minotaur. Clovis, deciding you are conscious enough to move, sheathes his sword and leads you past the monster's body into an adjoining chamber. Meat-hooks hang from high racks, and a huge chopping-block stands in the centre of the floor. In one wall is a rough hole – too small for Clovis, but large enough for you – and in another is a closed door. Talk with Clovis to decide whether you will crawl into the hole while Clovis waits (turn to **112**), or whether both of you will go through the door (turn to **196**).





62

You bend over the nearest clump and gently scrape at its surface with your hand. Instantly, the moss flares with blinding brilliance. Stumbling back, you trip over another mound and crash to the floor – lose 1 point of STAMINA. Turn to **393**.

63

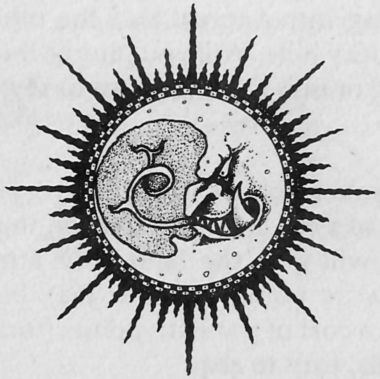
You strike out alone along one of the spur roads leading from the gallows. This path soon splits, one track heading into a forest and the other towards some low rocky hills. Will you plunge into the forest (turn to **257**) or into the hills (turn to **167**)?

64

Will you weaken the creature, at a cost of 1 MAGIC point (turn to **275**), create an illusion that you have that which will give the land your strength, at a cost of 2 MAGIC points (turn to **361**), or freeze the creature, at a cost of 3 MAGIC points (turn to **435**)? If the spell fails, turn to **404**.

65

You disembark, and are greeted at the shore by a ageing retainer from the castle. As he leads you int the old fortress, he explains about the sick kin Peleus and apologizes for the disorder and deca that abound in the kingdom. Presently you arriv before the monarch himself, an ancient man wit misty eyes and shaking hands, seated upon a col ossal throne. 'You are Lothar,' he says in a quaver ing voice, 'of royal lineage. Cousin, you can heal m by spending a night under my roof.' The retainer, delighted at this news from the ailing ruler, leads you from the throne-room into a tall tower, and takes you to a room whose only furniture is a massive bed. 'This is your room, your lordship. Pass the night here and all will be well with my master.' He departs. There is something vaguely sinister about this chamber, so will you spend the night in the bed (turn to **174**), or sleep just outside the room on the floor (turn to **284**)?



66

Tell the other player to turn to **66**. Your spell takes immediate effect, and turns the Moth into a gigantic ball of flame. It flutters about the hall in a wild panic before finally expiring. Turn to **202**.

67

The fireball springs from your hands into the middle of the flock, where it explodes with deadly effect – sending small feathered bodies plummeting into the lake. The survivors of your magical attack quickly turn tail and fly off over the surface of the water. Turn to **273**.

68

The fat man's eyes flick open. He fixes an infuriated stare on you, mutters a short curse and makes a few obscure gestures with his hands. This results in your being frozen to the spot and knocked into a state of unconsciousness from which you do not recover. Your adventure is over. Turn to **39**.

69

'Hey, Giant,' yells Clovis, sticking a bottle of wine out of the narrow mouth of the sack, 'have some wine!' The Giant snatches the bottle and begins to drink; the loud gulps are clearly audible. 'Hey!' says one of the heads. 'Give me some too.' The other head refuses to part with the bottle, so the first, peeved, bashes the drinking head. A brawl starts, during which the sack you are in is dropped to the ground. Both of you leap from the bag and spring into the wood, leaving the Giant to fight with itself. Eventually, you come across a path. Turn to **224**.

70

Dissatisfied with your efforts to raise enough Gold Pieces to pay his tax, the Imperial Collector summons his thugs to deprive you of all your goods. A fight is imminent: you may cast a Battle Spell if you wish. Talk with Clovis and fight the battle together, each selecting one opponent at a time.

	SKILL	STAMINA
First THUG	8	8
Second THUG	8	6
Third THUG	7	6
TAX COLLECTOR	7	6

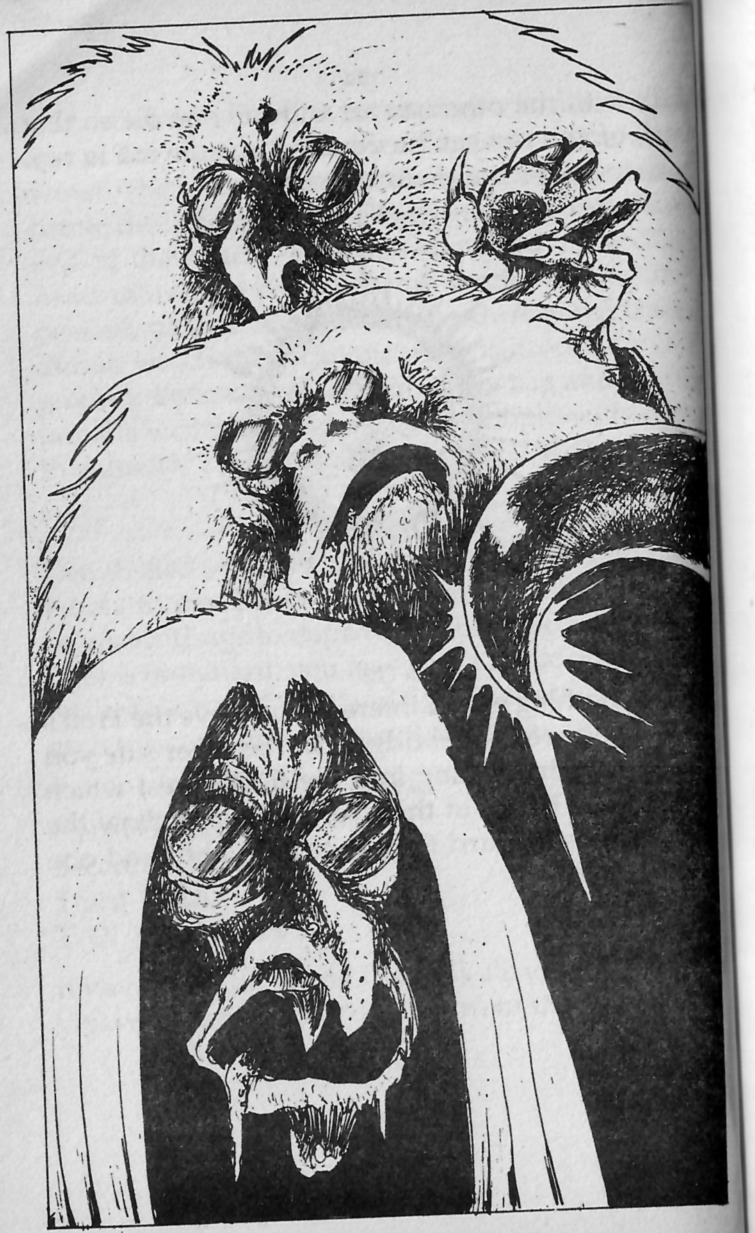
If you defeat them and Clovis is alive, turn to **132**; if you win, but Clovis is dead, turn to **189**.

71

Talk with the other player and roll one die so that both of you can see the result. If the die roll is 1–3, turn to **44**; if it is 4–6, turn to **185**.

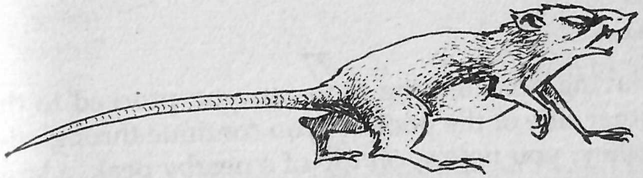
72

Seeing nothing else of interest, you leave the Troll's house and cross the bridge. On the other side you see two paths leading into the thick forest which crowds the flanks of the river. Will you follow the left-hand path (turn to **432**) or the right-hand one (turn to **340**)?



73

Tell Clovis to turn to **73**. Clovis steps forward and says, 'You are all so equal in beauty that it is impossible to judge between you.' The three old women seem rather unhappy with this answer: the one-eyed crone casts a fearful radiance upon Clovis, while the one-toothed and one-clawed crones respectively bite and scratch him. Turn to **389**.



74

The Shark's body, now bloody and still, drifts slowly to the bottom. Unfortunately, you can see even more Sharks moving in at speed, attracted, no doubt, by the smell of blood. Will you return to the safety of the reef (turn to **390**), or dive down and head for the caves you saw earlier (turn to **456**)?

75

Turn to **101**.

76

The spell has an immediate and spectacular result: the Hydra shrinks to a few inches of its former self and turns into a lizard – and a rather startled lizard at that. It blinks a couple of times in the bright sunlight before being swooped upon by a large crow, which grabs it in its talons and flies into the air. The key and chain lie shining on the ground. Turn to **41**.

77

Having defeated the monster, you proceed to the other side of the pool. As you continue through the valley, you notice, on top of a nearby peak, a large white villa with numerous spires. Will you climb up to this dwelling to seek directions (turn to **300**), or continue through the hills without aid (turn to **210**)?

78

Leaving the bodies of Clovis and the Gremlins behind, you run over the rest of the bridge, and emerge on the other side of the river into bright sunlight. Before you, disappearing into the surrounding forest, are two tracks. Will you follow the left-hand one (turn to **432**) or the right-hand one (turn to **340**)?

79

As you step up to the bundles, a voice says: 'Wait, walkers in the night. I want an alchemical answer to this question: How many planets in the sky?' Peering into the darkness, you see a wooden head set upon a short pole, fixed to the wall. It smiles and repeats the question. Talk with Clovis to decide what you should answer. Will you answer:

Seven?	Turn to **120**
Eight?	Turn to **182**
Ten?	Turn to **244**

80

You may cast a Battle Spell if you wish. Count the whole flock of Imps as one opponent.

STYGIAN IMPS SKILL 9 STAMINA 8

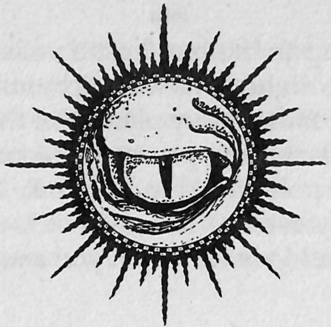
If you defeat them, turn to **133**.

81

Tell Clovis to turn to **81**. Beside the path is a large coffer filled with 40 Gold Pieces. Talk with Clovis to decide how you will divide this treasure, then turn to **224**.

82

Following the tunnel, you are surprised when the floor falls away and drops you into a shallow, spike-lined pit: lose 1 point of STAMINA. You decide to retrace your steps and take the other tunnel. Turn to **278**.



83

Will you send a fireball down the Scuttlie burrow, at a cost of 2 MAGIC points (turn to **130**), use a finding spell, at a cost of 1 MAGIC point (turn to **159**), or turn the Scuttlie warren inside out, at a cost of 3 MAGIC points (turn to **198**)? If the spell fails, tell Clovis that it has failed, and that you must both pursue the Scuttlies down their burrow, by both turning to **47**.

84

Your Roc is crippled by a volley of arrows. It plummets to the ground, taking you all with it. Your adventure is over.

85

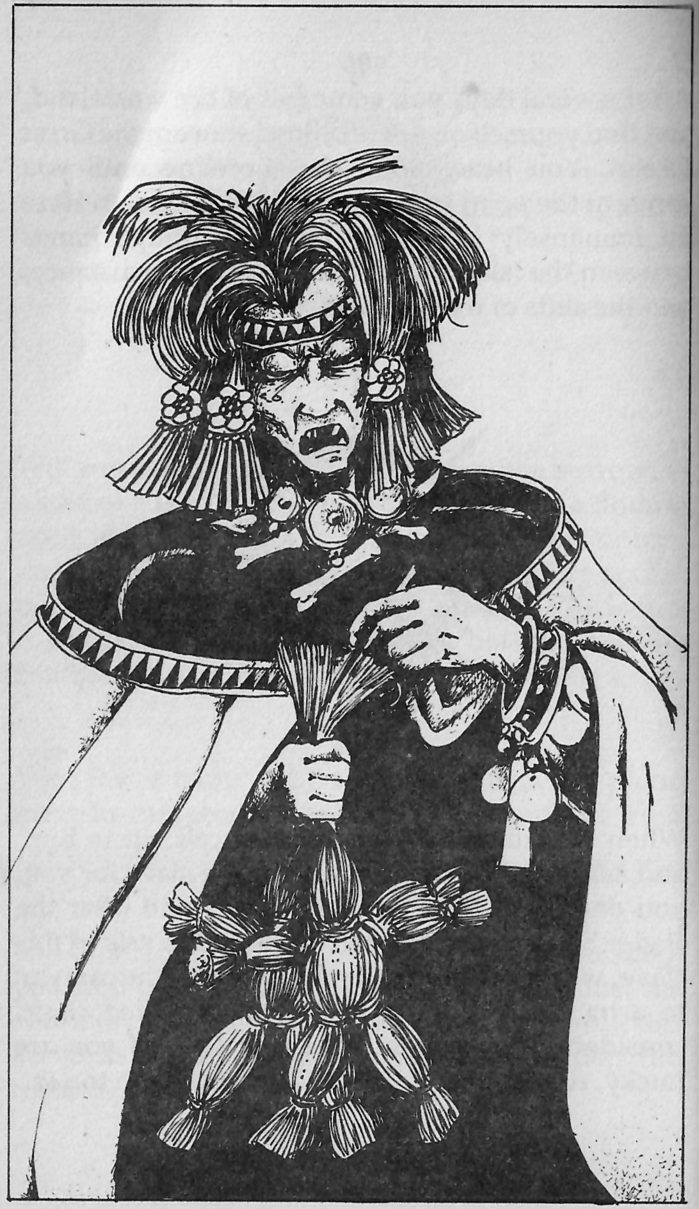
Tell Clovis to turn to **85**. With the Orcs vanquished, you step outside to find Clovis pinned against the shutters of the window by a wire snare; this accounts for his absence during the battle. You release him. Turn to **9**.

86

After several days you come out of the wasteland, and find yourself on the cliff-lined shore of the Great Ocean. You head along the shoreline until you arrive at the point nearest the Isle of Orcmoot. Here an immensely long, narrow, rope bridge hangs between the island, which is misty in the distance, and the cliffs of the coast. Turn to **136**.

87

When the trader draws near, you call out to him, and ask if he will capture a renegade slave for you; you describe Clovis as the offender and offer the trader half of the Gold derived from the sale of this slave, when captured. The slaver brings the caravan to a halt and, leaning back in his padded chair, considers your request. *Test your Luck*. If you are Lucky, turn to **149**. If you are Unlucky, turn to **442**.



88

The door of the hut opens, revealing the slave-keeper who, armed with a pair of straw dolls and a needle, steps forward to challenge you. Clovis leaps forward, cutting at her with his sword. She scuttles to one side, and sticks the needle into the dolls, thus causing immediate and severe pain in both of you: lose 2 points of STAMINA. Talk with Clovis and fight the battle together, each attacking the Witch in alternate combat rounds. Each time the Witch wins a combat round, she will inflict 2 points of damage on *both* of you at the same time.

WITCH	SKILL 10	STAMINA 6

If you defeat her and Clovis is alive, turn to 315; if you win, but Clovis is dead, turn to 376.

89

With the monster dead, you search its cave, until you find the necessary items in a small chest. You leave the hill and return to the Faeries. Turn to 7.

90

You leave the grove, but find your way blocked by a desert which stretches to the horizon. You decide it would be imprudent to attempt a crossing, so you double back and head for the port of Kalamdar. Turn to **227**.

91

You remain within the marsh. After a few miles, you spot the soft glow and swaying motion of a hand-held lantern some distance to the left. You call across to the owner, but get no reply. Ahead, you can see that the path splits once again. Will you:

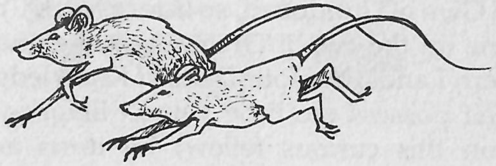
Take the left path?	Turn to **276**
Take the right path?	Turn to **252**
Leave the path and cut across the marsh towards the light?	Turn to **231**

92

You squeeze into the trunk and climb up the stairs, which become narrower and narrower the higher you go. Finally you get stuck in the tiny space inside the tree. When you try to free yourself by retreating down the stairs, a groan runs through the wood, and it contracts, to hold you fast. Slowly, the tree squeezes harder and harder until it becomes clear that the tree is trying to crush you! You decide to cast a spell. Will you enlarge the inside of the tree, at a cost of 1 MAGIC point (turn to **320**), hold the tree still, at a cost of 1 MAGIC point (turn to **206**), or give yourself strength, at a cost of 2 MAGIC points (turn to **24**)? If the spell fails, turn to **461**.

93

The chaos allows you to slip away unnoticed down a wide corridor. As you are hurrying along, you stumble across a large white gem lying in the middle of the floor which starts to glow when you pick it up. You recognize it as a Power Stone; add this to your Adventure Sheet. With it you may restore 1 point to *one* of your SKILL, STAMINA, LUCK or MAGIC scores. If you find any more of these Power Stones, you may again restore 1 point to any one of them (1 point for each Stone). You soon arrive at a division in the corridor. Will you go left (turn to **494**) or right (turn to **111**)?



94

Tell Clovis to turn to **94**. The sack disintegrates under the influence of your spell, allowing both of you to break through the weakened hide and drop to the ground. The Giant, however, is aware of your escape, and flails out with his club. Talk with Clovis and fight the battle together, each attacking the Giant one at a time in alternate combat rounds. You may cast a Battle Spell if you wish.

GIANT	SKILL 10	STAMINA 10

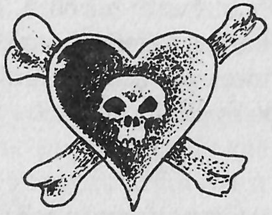
If you defeat the Giant, turn to **498**.

95

You find yourself in a large roofed courtyard, occupied by several startled sylphs. As you flit between them, you can see two exits to choose from – a doorway and another window. Will you drive the rug through the doorway (turn to **208**) or the window (turn to **156**)?

96

You continue on your way, and come to a small but rowdy inn, nestling in the foothills of a mountain range which towers in the north. Upon entering the main drinking-room, you are approached by a wizened old monk. 'Lothar,' he says, 'you seek a Sacred Gem of Gundobad, so listen closely. You will find one on the Isle of Orcmoot, at the end of the Northern Lands; but four Discs of Knowledge must you first possess ere it be yours.' Before you can question this curious fellow, he turns and disappears among the crowd. You are unable to find him, so you leave the inn and proceed up into the mountains, following a track which presently divides into two. Will you take the left (turn to **405**) or the right path (turn to **437**)?



97

'I'm sorry,' she says sadly, 'but you are wrong. As a failed conch-seeker, you must pay the penalty.' You turn to flee, but the Mermaid, versed in powerful sorcery, blasts you where you stand. Your adventure is over. Turn to **39**.

98

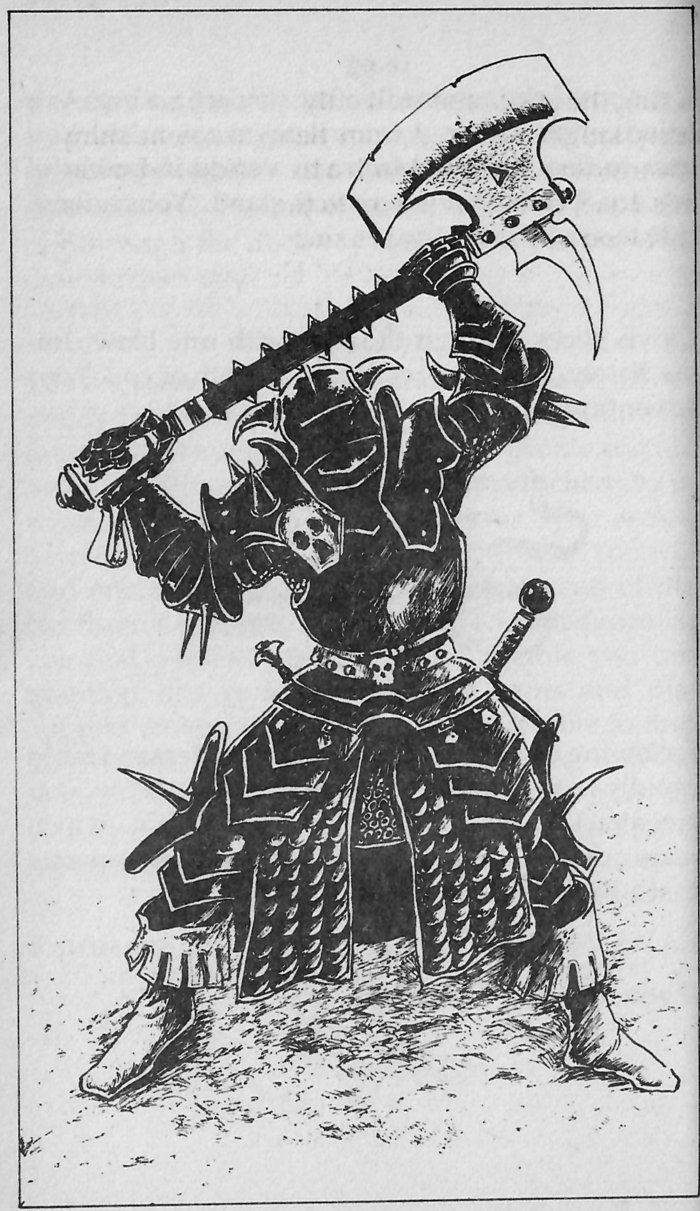
Clovis slices through the root with one blow. Immediately, the tunnel collapses on both of you. Your adventure is over.

99

Following the edge of the cavern, you descend fairly rapidly to the bank of the lava river. Suddenly, you are attacked by a monstrous Lava Worm, which rears out of the river in a splash of magma. You may cast a Battle Spell if you wish.

LAVA WORM SKILL 8 STAMINA 8

If you defeat it, turn to **282**.

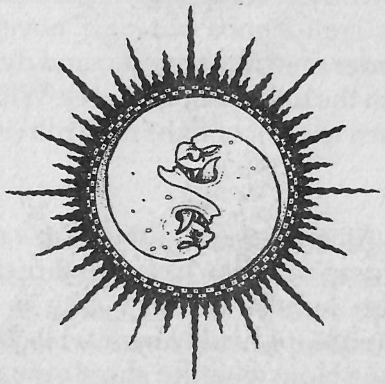


100

You ring the gong, and wait only a short time before a burly knight, dressed from head to toe in shiny black armour and armed with a tremendous double-headed axe, comes riding up to the well. 'You are of royal blood,' he says, 'and as such may test yourself for the well. Prepare to battle.' He dismounts and advances towards you, lightly tossing the axe from hand to hand. You may cast a Battle Spell if you wish:

BLACK KNIGHT SKILL 11 STAMINA 8

If you defeat him, turn to 36.



101

The Druid sighs, makes a hand signal which freezes you where you stand and says, 'Take him.' The others approach, lift you on their shoulders and carry you into the circle. A short while later you are sacrificed to their god in a rather bizarre ceremony. Your adventure is over. Turn to 39.

102

You climb feet first down the narrow hole, and arrive at the ledge. The rod turns out to be made of a solid but unknown metal; one end of it is formed into a tightly coiled screw thread. You put the piece in your pack. *Test your Luck*. If you are Lucky, turn to **415**. If you are Unlucky, turn to **326**.

103

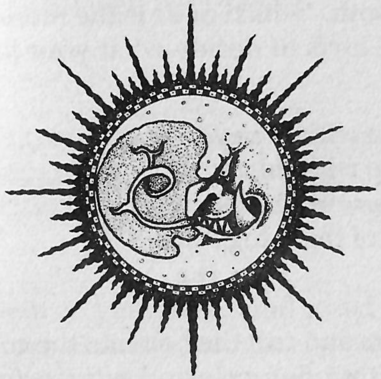
You find your way to the toll bridge over the Scamder and sit under a small shady tree to wait for Clovis. He doesn't appear, so, in the morning of the new day, you decide to cross the bridge and set out on your own. As you approach the bridge, a sizeable green Troll climbs out of a hovel, which is situated under one of the arches, and demands that you pay him the toll of 2 Gold Pieces. Will you pay, if you can (turn to **277**), or fight the Troll (turn to **316**)?

104

As the old Amazon steps within arm's reach of the cage, you jump up to the bars and thrust your hand towards the bundle of keys. She is too quick, however, and leaps nimbly back while dealing your arm a savage blow with the short cane she is holding. Lose 1 point of SKILL. 'Tsk, tsk,' she says, shaking her head ruefully. 'We must learn some respect.' Turn to **161**.

105

After a moment's consideration the Hydra says, 'Very well then, you may pass – but you must give me everything you own except for your staff.' Will you give the monster what it asks (turn to **26**), or attack it instead (turn to **487**)?



106

You unravel some long lengths of silken thread from the cocoons, noting that the material is light, but just as strong as heavy-duty rope; add it to your *Adventure Sheet*. While Clovis is tucking some silk into his pack, you walk across to the other side of the hall to look around. Unfortunately you step on a trap-door, which plunges you through the floor, down a chute and into the River Scamder, leaving Clovis behind. You are swept downstream for a number of leagues before finally landing on the southern bank of the river. You drag yourself ashore and discover a rough track, which follows the river-bank. You proceed along this. Turn to **293**.

107

You and Clovis soon come across three old wome sitting on some stones. Each is dressed in grey rag and between them they possess only one eye, one tooth and one claw. Upon your arrival they pass the eye from one to another so that each can get a good look at the two of you. 'Tell us,' cackles the crone with one tooth, 'which of us is the more beautiful?' Talk with Clovis to decide what your joint answe will be:

The crone with the eye	Turn to 15
The crone with the tooth	Turn to 24
The crone with the claw	Turn to 35
All three of them together	Turn to 46

108

You take aim and cast the bolt into the corsair's hull it explodes thunderously and sets fire to the wood work. You do not see if the vessel is consumed however, as several pirate crossbowmen, angry at your self-defence, unleash a deadly hail of darts. Your adventure is over. Turn to **39**.

109

After you part with another 2 Gold Pieces (cross them from your *Adventure Sheet*), the puntmen take you to the northern shore where you safely disembark. Resisting the temptation to transform all three of them into newts, you swallow your pride and save your MAGIC points. Turn to **209**.

110

Three of these people are quite close. Which will you give a little shake:

A fat, smiling woman?	Turn to **16**
A thin, serious man with long hair?	Turn to **40**
A fat, bearded man with a deep frown?	Turn to **68**

111

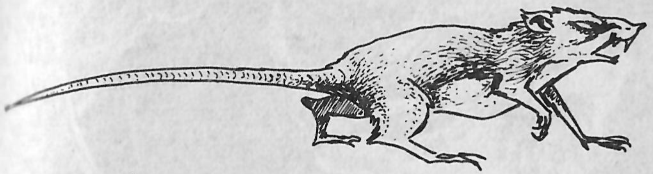
Change ACTION to 38. Stay on this page until STATUS changes. If STATUS changes to 1, turn to **118**; if STATUS changes to 18, turn to **235**.

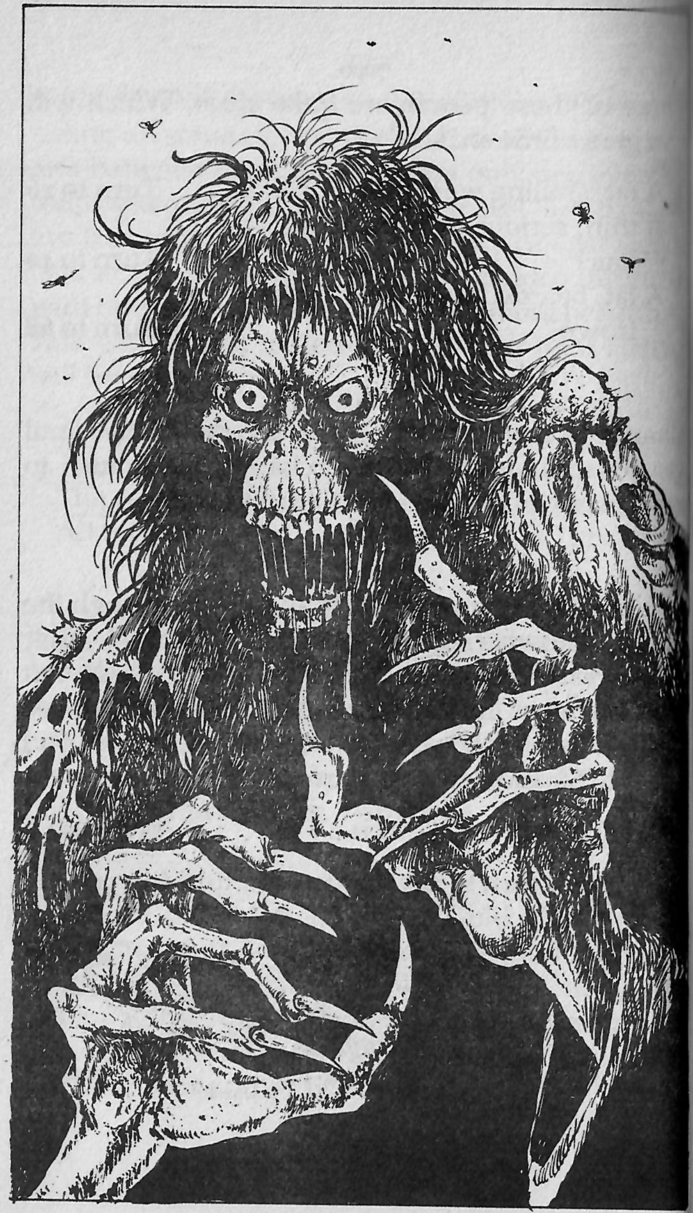
112

You get down on your knees and crawl through the hole and down a narrow, rough-hewn tunnel. After a few yards you are confronted by a Giant Rat which wastes no time in biting you on the nose with its two-inch incisors. Despite the agony, you grapple for the beast's throat.

GIANT RAT	SKILL 7	STAMINA 6

If you lose, turn to **295**. If you win, turn to **234**.





113

You stand in the mouth of the cave and call out a traditional nursery-rhyme:

'O shrivelled Wight,
so hungry and cold,
Follow me now,
if you be so bold.'

A loud bellow sounds from the interior, followed by the sounds of slapping feet and the appearance of the angry Wight. It roars when it sees you, then bounds forward with great loping strides, taloned claws reaching for your throat. Will you lead it back into the forest (turn to **197**) or up the hill (turn to **177**)?

* * *

114

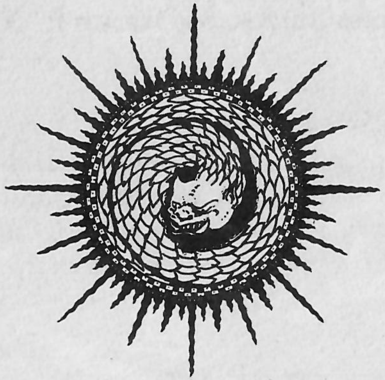
You follow the track, shortly arriving at another junction; both paths head off into the dark surrounding swamp. Will you proceed along the left (turn to **276**) or the right branch (turn to **252**)?

115

Tell Clovis to turn to **51**, then stay on this page until given instructions by the other player as to where you should turn to.

116

Having defeated the Sprite, you search his little house, but find no movable possessions except a small green bottle with the label 'Tree Sap'. You may take this if you wish. Climbing down the now immobile tree, you continue through the forest towards the toll bridge. Turn to **60**.



117

'Correct,' smiles the Mermaid, 'and so you win my wish. Where would you be, stranger?' Will you answer 'Back on dry land' (turn to **232**) or 'Safe and sound' (turn to **327**)?

118

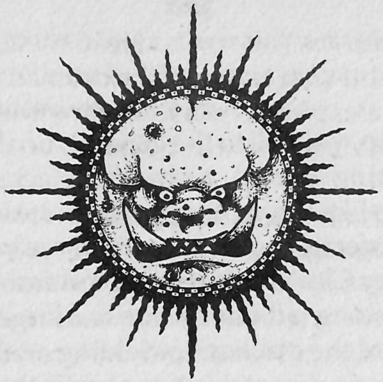
Turn to **23**.

119

After one sip, you fall to the ground, unable to see or hear anything except a roaring blackness. After what seems like hours, the darkness suddenly gives way to a perfectly lucid vision. You see yourself and your brother Clovis sitting in an inn from which the guests are being led one by one to a large chopping-block, where the publican, wielding a huge double-headed axe, is dispatching the unfortunates while calling out, 'Bed and breakfast, only one Gold Piece.' After this vision you black out. Turn to **499**.

120

'Correct,' says the head. 'You may take your things.' Looking in the bundles, you find all your stolen possessions and weapons; return them to your *Adventure Sheet*. You pack everything up, and then the two of you proceed through the gate. Turn to **315**.



121

You find yourself in a small, empty room. You dart across this, and see two exits to choose from – a window and a corridor. Which will you drive the rug through, the window (turn to **156**) or the corridor (turn to **184**)?

122

The Ogres beat you and then take your money; cross all the Gold Pieces from your *Adventure Sheet*. As the damage inflicted by the creatures is largely of a temporary nature, you recover half of the STAMINA points you lost. When fully conscious again, will you continue through the forest alone (turn to **42**), or go to meet Clovis at the toll bridge over the Scamder (turn to **181**)?

123

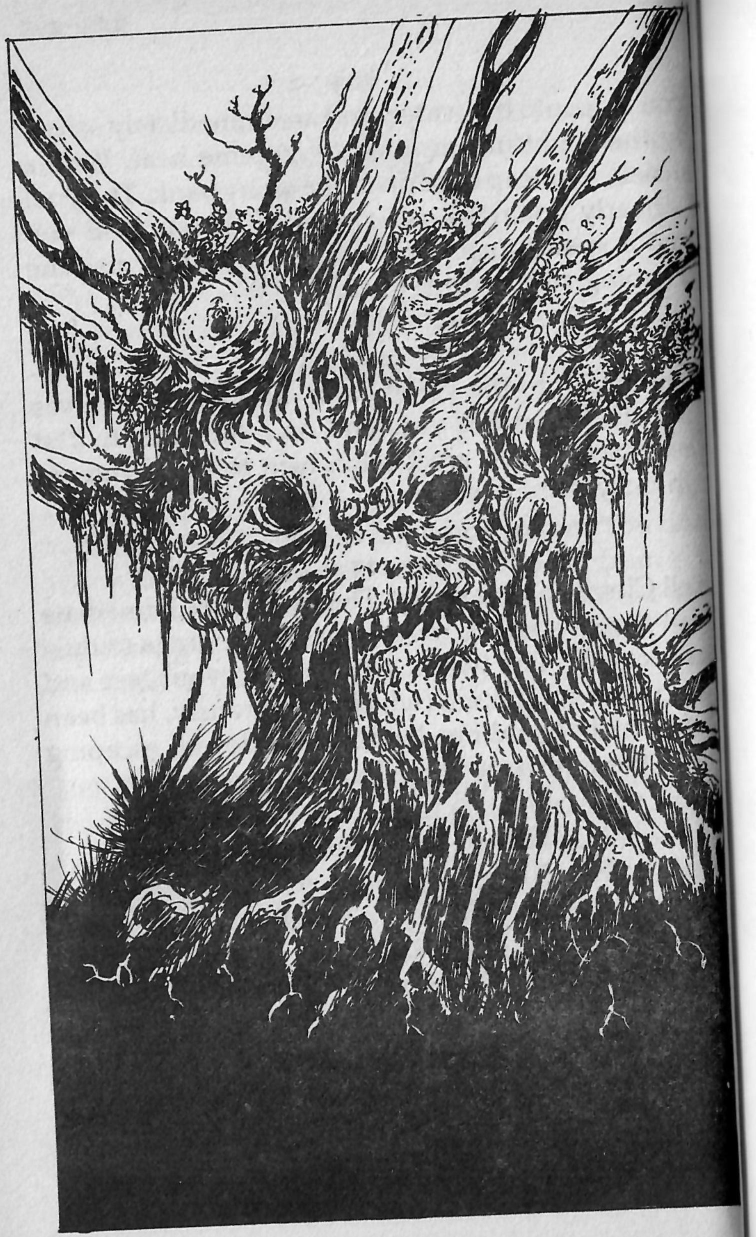
You step into the water, and are immediately seized by the frightful sensation of extreme heat. With a shriek, you leap back on to the stony bank. The pool is nearly boiling! Lose **1** point of SKILL. Will you cast a spell to get across (turn to **309**), or use the stepping-stones (turn to **187**)?

124

You step into the violet band, and feel yourselves first rise, then fall; you land on a forest path. *Test your Luck*. If you are Lucky, turn to **81**. If you are Unlucky, turn to **50**.

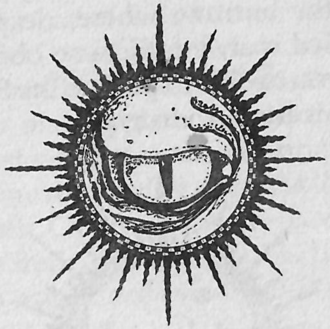
125

Tell Clovis to turn to **125**. The spell takes immediate and positive effect, reducing your bindings to dust in seconds. The two of you lurch to your feet and grab your equipment (which, fortuitously, has been left near by), and head off into the desert, escaping both the caravan and the Piranha. Turn to **346**.



126

The tree, though greatly weakened, is still strong enough to drag you into its trunk. The tree's wooden mouth snaps shut and devours you. Your adventure is over. Turn to **39**.



127

Turn to **321**.

128

Clovis draws his sword and slashes the sack. The resulting tear pitches both of you out on to the ground. The Giant, however, is aware of your escape, and flails out with his club. Talk with Clovis and fight the battle together, each attacking the Giant one at a time in alternate combat rounds. You may cast a Battle Spell if you wish.

GIANT SKILL 10 STAMINA 10

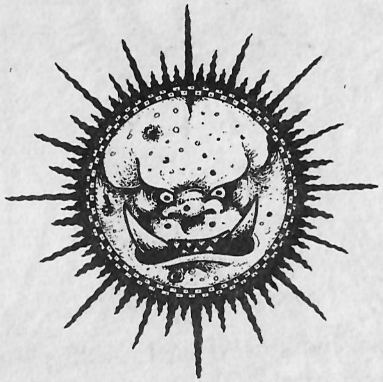
If you defeat the Giant, turn to **498**.

129

Your end, alas, is untimely. Your adventure is over.

130

Tell Clovis to turn to **130**. The fireball, summoned from some hellish pit, flies from your hands and down into the burrow, where, despite exploding with a muffled roar, it inflicts no obvious damage. The two of you decide to pursue the Scuttlies down into their warren. Turn to **47**.



131

Clovis, having defeated the hut's occupants, releases you from the snare. Inside the hut you see the bodies of three Orcs strewn about among smashed furniture. Turn to **9**.

132

Having finished your dealings with the Tax Collector, the two of you head for the bar, but are intercepted by a wizened old monk. 'Clovis and Lothar,' he says, 'you seek a Sacred Gem of Gundobad, so listen closely. You will find one on the Isle of Orcmoot, at the end of the Northern Lands, but the riddle's solution must you first possess ere it be yours.' When you try to question this fellow further, he refuses to discuss details until the next day, suggesting instead that in the meantime you might like to buy some interesting artefacts that he has for sale. Talk with Clovis to decide if either of you would like to trade with this monk. If *either* of you does, turn to **250**. If *neither* of you wants to trade, turn to **323**.

133

After defeating the Stygian Imps, you retreat from the cavern back into the dark hall and take the other door. Turn to **31**.

134

You light a brand to provide illumination, and enter the dusky cave, which has an uneven and rocky floor. After a short distance the cave splits; one branch continues wide and deep, the other descends like a tricky narrow crack. Which will you follow, the wide path (turn to **290**) or the narrow one (turn to **337**)?

135

You find yourself in a long corridor whose walls are covered with pictures of heroic Djinn ancestors killing innocent creatures. The Djinn himself, appearing behind you, summons a fireball which hurtles down the narrow corridor. The explosion causes only minor damage, however: lose 2 points of STAMINA. Ahead, in the side of the corridor, you can see an open doorway. Will you duck down this (turn to **208**), or continue to fly along the corridor (turn to **184**)?

136

The bridge is over a mile long and, judging by the creaks and shudders that run through it as you progress to the other side, is overtaxed by its own weight. When you reach the island end, you see that the bridge terminates in a gate set in a tall tower. In the spire of this structure is a bronze bell, while at its foot, curled up asleep on the small amount of space between the bridge and the gate, is a three-headed Hydra. You notice that the Hydra has a large key on a chain around its middle neck. Will you:

Cast a spell to get past the Hydra? Turn to **164**
Try to steal the key without waking the monster? Turn to **305**
Creep past the beast and go through the gate? Turn to **431**

137

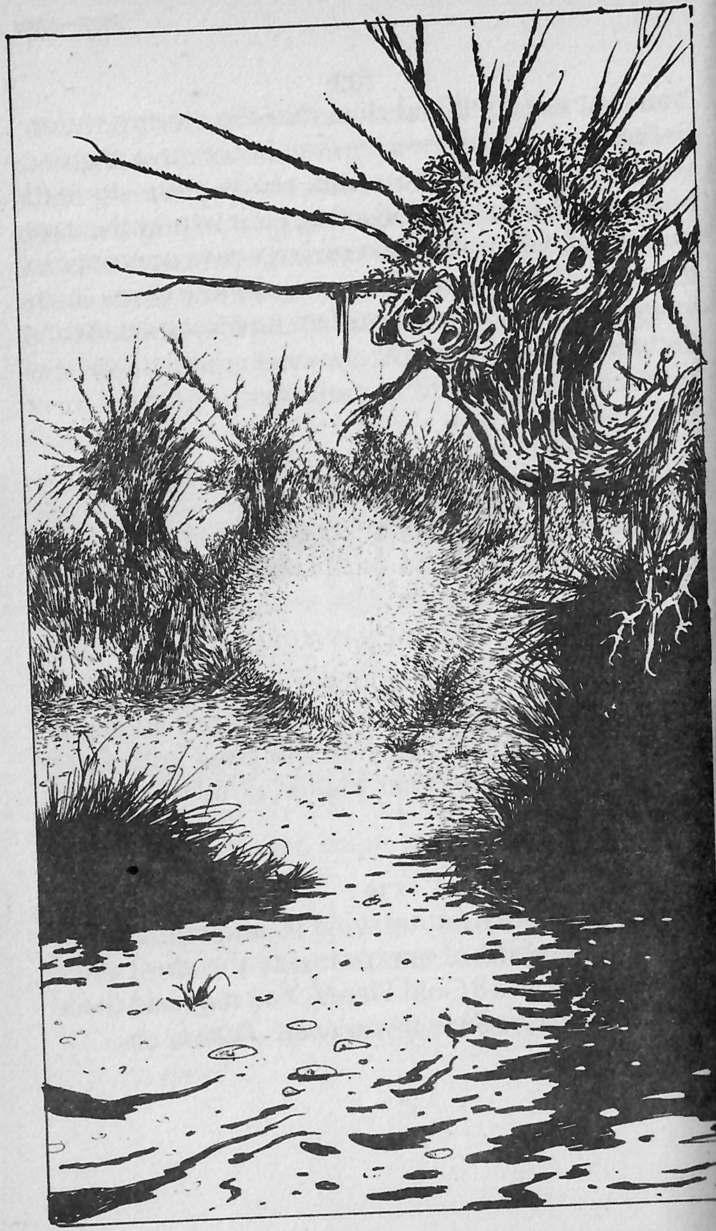
You cast the spell and dive into the stormy water. Before you can proceed ten feet, however, a gigantic wave crashes over you and sends your stunned body to the bottom. Collecting your wits at the base of the reef, you notice several large cave openings in the rock. Will you examine one of these caves (turn to **456**), or return to the surface and keep on swimming (turn to **8**)?

138

Clovis leaps for the chandelier, while you sweep down towards the publican's wife, staff angled at the small of her back. Stay on this page until given instructions by the other player as to where you should turn to.

139

The latch explodes as you work it, and injures your hand: lose 1 point of SKILL. Inside the chest are a bottle of wine and 8 Gold Pieces. You may add these to your *Adventure Sheet* if you wish. Turn to **72**.



140

You leave the path, and crash through thick reeds, stiff branches hanging from willows, and shallow, muddy pools. The light gets closer and closer until, when you are almost upon it, you step into a deep gurgling bog and sink in over your head. Suffocating, you scramble frantically for the surface: roll one die and deduct the result from your STAMINA. If you are still alive, you manage to drag yourself from the mud and on to a narrow path. The light is nowhere to be seen. Turn to **91**.

141

What will you offer the Kobold as tribute:

A Jade Statuette?	Turn to **256**
A Serpent Torc?	Turn to **299**
A Bottle of Tree Sap?	Turn to **324**

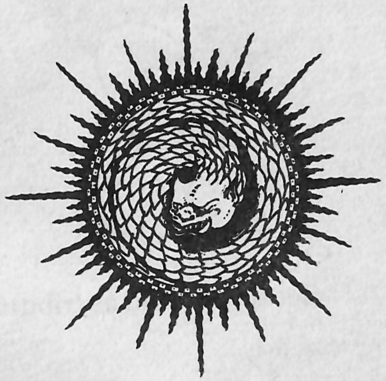
If you have none of the above items, you must – if you haven't already – either cast a spell (turn to **211**) or fight your way free (turn to **46**).

142

Stay on this page until given instructions by the other player as to where you should turn to.

143

The latch explodes as you work it, and injures your hand: lose 1 point of SKILL. Inside the chest you find a bottle of wine and 8 Gold Pieces. Talk with Clovis to decide how these items will be divided between you. When you have decided, you leave the Troll's house and cross the bridge. Turn to **418**.



144

'I'm sorry,' she says sadly, 'but you are wrong. As a failed conch-seeker you must pay the penalty.' You turn to flee, but the Mermaid, versed in powerful sorcery, blasts you where you stand. Your adventure is over. Turn to **39**.

145

You step into the blue band, and feel yourselves rising, twisting, and then falling; you suddenly slide out of the rainbow and land on a forest path. Turn to **224**.

146

You squeeze past into a tiny room in which all your goods have been stored. Once you have gathered everything up, you return to the surface; by the sound of it, Scuttlies are close behind. Once you get outside, however, the little fellows seem reluctant to pursue, so you make good your escape. Talk with Clovis to decide whether you will continue travelling together (turn to **107**), or split up (turn to **446**).

147

The Unicorn, overjoyed at being set free, offers to grant each of you a limited wish. Will you ask:

For your wounds to be healed?	Turn to **408**
To be made luckier?	Turn to **448**
For your magic to be re-energized?	Turn to **475**

148

Change ACTION to 22. Stay on this page until STATUS changes to 1, 2 or 3; then turn to **325**.

149

The trader agrees to capture and then sell Clovis for you. After you have filled him in on the necessary details, the caravan continues on its way, and disappears over one of the surrounding hills. Turn to **329**.

150

Clovis walks down into the midst of the tents, where he is immediately set upon by a couple of Lizardman guards. Fighting for his life, he calls frantically for you to come to his aid. You take your staff in hand, ready yourself to cast a spell and then rush down towards the oasis. Stay on this page until given instructions by the other player as to where you should turn to.

151

You step into the water and wade through the lake towards the northern shore. Suddenly, you feel something bite you in the leg – then again and again. When you look in the water, you can see nothing except your own blood flowing from fresh wounds. A nauseous feeling overtakes you, followed by unconsciousness. Poisoned! Your adventure is over. Turn to **39**.

152

The one-eyed woman is pleased with your answer and bestows her blessing upon you: restore your MAGIC points to their *Initial* score. The other crones, however, are not so happy with your choice. They leap from their boulders, and one bites you while the other scratches Clovis with her single claw: lose 2 points of LUCK. Turn to **389**.

153

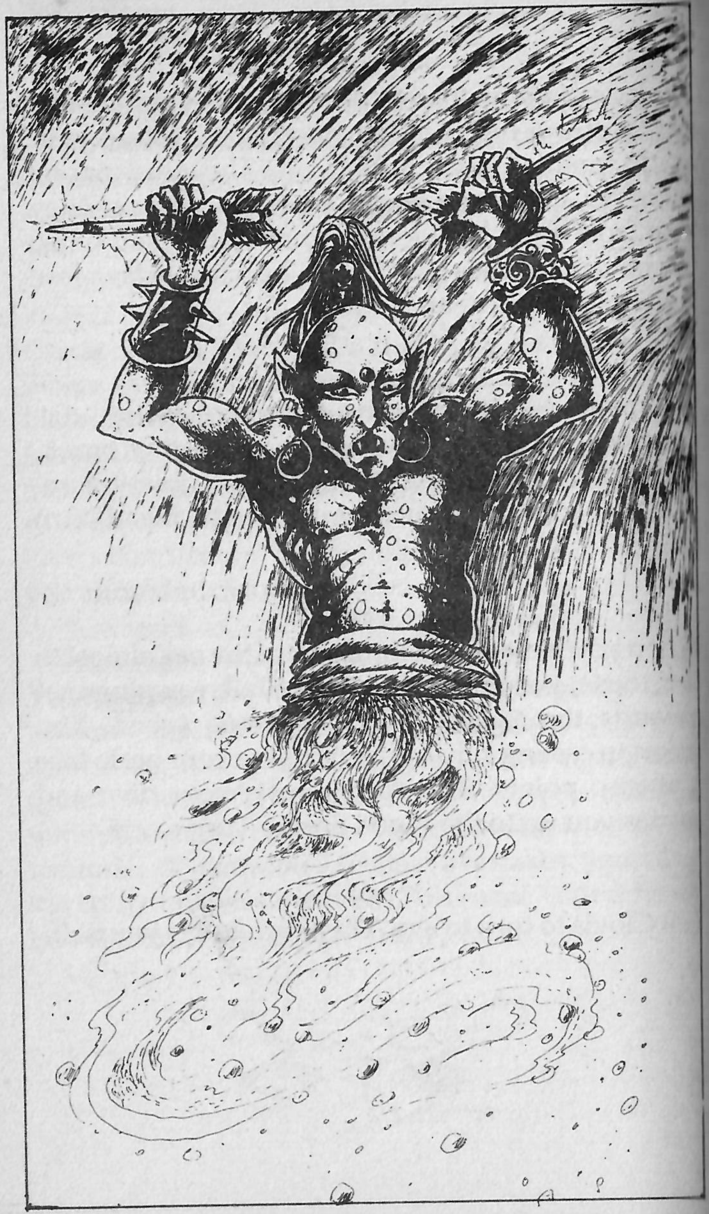
The path descends to the floor of a valley, disappearing every now and then into a tiny brook, and eventually reaches a junction of goat-tracks. Will you go left (turn to **342**) or straight ahead (turn to **307**)?

154

When you have scaled the trunk of the oak almost to the house, you lose your grip and fall; you plummet towards the ground at a dangerous speed. You resort to casting a flying spell to save your neck: lose 3 MAGIC points. The spell arrests your dive and carries you up to the Wood Sprite. Turn to **476**.

155

Tell Clovis to turn to **473**. Then turn to **473** yourself.

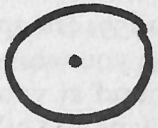


156

The window leads you into a tall tower, crowned by a translucent dome. A long spiral staircase winds up the interior wall. With a roar, the Djinn flies out from behind you, summoning and hurling a magic dart which embeds itself in your back: lose 2 points of STAMINA. In the wall closest to your flying rug you can see a window and a dark opening. Will you fly through the window (turn to **229**) or the other opening (turn to **280**)?

157

The man seems to be satisfied with your response. He drops his arm, squats on his heels and draws a rough symbol in the dirt:



Being a warlock, you recognize this as the magic symbol for the sun. Will you tell him that it is the symbol of the sun (turn to **215**), or respond by drawing another magical symbol (say, that of the moon) in the dirt next to his – thus demonstrating your knowledge of things supernatural (turn to **328**)?

158

The Mermen consider your reply for a moment before saying: 'Then you must pass the Guardian's test. Go through that opening, and answer any questions promptly.' They point you towards a smoothly finished tunnel, which heads even deeper into the reef. Turn to **410**.

159

Tell Clovis to turn to **159**. The spell takes immediate effect; it homes in on your stolen goods and draws them back. The ground at your feet bubbles furiously as your Provisions and other equipment slide out of the earth and come to rest beside you. Talk with Clovis to decide whether you will continue travelling together (turn to **107**) or split up (turn to **446**).

160

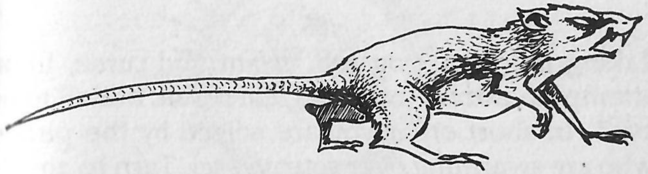
You walk out on to the arch and start to shuffle to the other side of the cavern. Suddenly a large section of the bridge collapses, followed rapidly by the bit you are standing on. With a scream, you plummet towards the lava below. *Test your Luck*. If you are Lucky, turn to **355**. If you are Unlucky, turn to **427**.

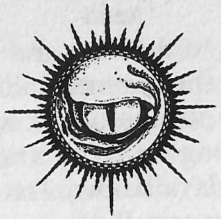
161

'You are to be groomed as slaves for the queen,' she says. With a cackle she turns and hobbles away into the surrounding darkness. Clovis steps up to the bars, and seizes one with his hands, while putting his feet against another. With a tremendous effort, he tries to wrench the bar free. Stay on this page until given instructions by the other player as to where you should turn to.

162

You step into the green band, and feel yourselves rising, twisting, and then falling; suddenly you drop out of the rainbow on to a forest path. Turn to **353**.





163

Turn to **23**.

164

Will you jump over the Hydra and tower, at a cost of 1 MAGIC point (turn to **34**), levitate the key from the monster's neck to your hands, at a cost of 1 MAGIC point (turn to **207**), or transform the Hydra into something more harmless, at a cost of 3 MAGIC points (turn to **331**)? If the spell fails, you will have to either steal the key without waking the monster (turn to **305**) or creep past the beast and go through the gate (turn to **431**).

165

You continue through the lowering oaks and thick underbrush of the forest. Turn to **293**.

166

Taking the gem, you rub, chant and curse, in an attempt to extract some magical result, but all to no avail. In short order you are seized by the pirates who are swarming over your vessel. Turn to **20**.

167

The hills through which the trail leads surround you like shattered fingers of stone, which once pointed skyward, but now lie in great screes down steep slopes. In one tight little valley, with no way around and too far to retreat, you find your way blocked by a wide, steaming rock-pool. Approaching closer, you see several vents in the surrounding rock; in one of them there is a ledge several yards down, with a long, thin metallic object resting on it. Will you climb down the vent to retrieve this rod (turn to **102**), or ignore it and attempt to cross the rock-pool (turn to **205**)?

168

Will you create an illusion that there are more than one of you, at a cost of 2 MAGIC points (turn to **308**), send the Imps to sleep, at a cost of 1 MAGIC point (turn to **352**), or freeze the Imps in mid-air, at a cost of 3 MAGIC points (turn to **468**)? If the spell fails, turn to **80**.

169

Test your Luck. If you are Lucky, turn to **360**. If you are Unlucky, turn to **444**.

170

The door leads the two of you into a short corridor. At one end is another door, slightly ajar, from which sounds of activity can be heard; beside you, leading up, is a set of stairs. Talk with Clovis to decide whether the two of you will go up the stairs (turn to **12**) or through the door (turn to **481**).

171

The path takes you ever deeper into the dark and gurgling marsh; night-time makes travel difficult. On a small hummock the path splits, once again, but this time you can see a dim lantern-like glow swinging along some distance to the right. Will you:

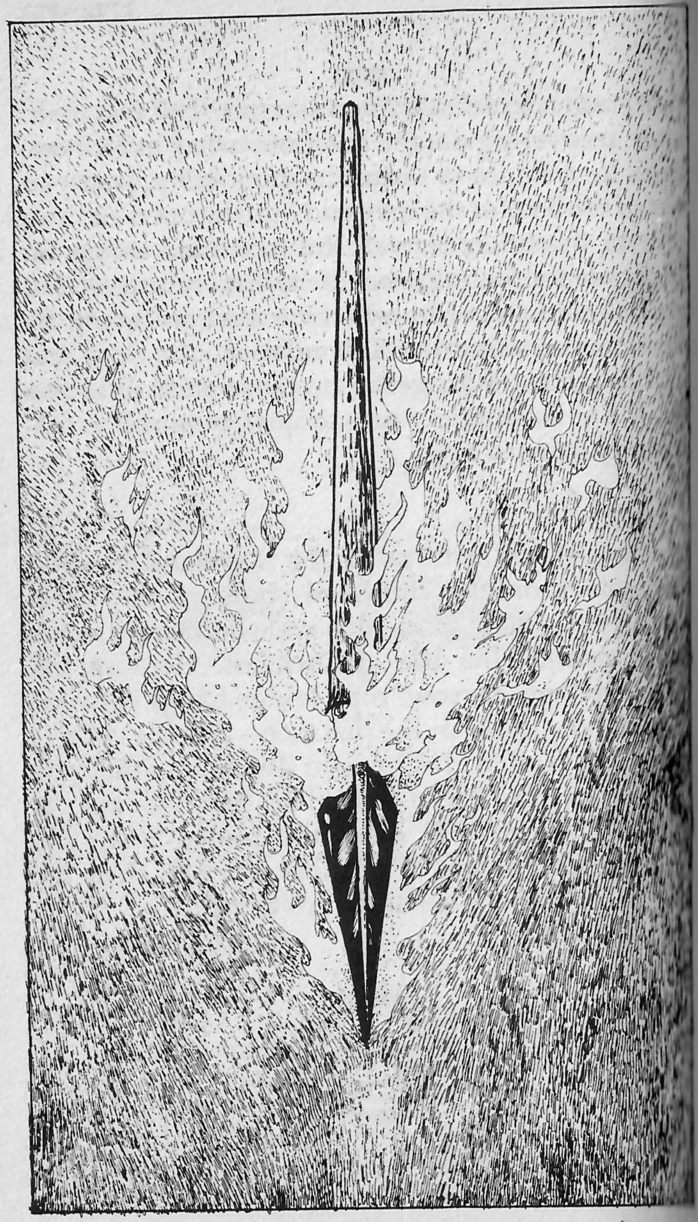
Take the left path?	Turn to **114**
Take the right path?	Turn to **91**
Leave the path and cross the marsh towards the light?	Turn to **140**

172

You hasten to release the prisoners. The two men, after recovering somewhat from what must have been long hours of torturous immobility, lead you out of the back of the cave and into the open air. You are on the other side of the mountain range. In gratitude for their release, the two men suggest that you should travel to wherever you are going by ship, as the seaport of Kalamdar is quite close and land travel is so dangerous in these parts. Will you head for Kalamdar (turn to **465**) or travel cross-country (turn to **223**)?

173

The two of you come out of the wasteland and find yourselves on the cliff-lined shore of the Great Ocean. You head along this and soon arrive at the point nearest the Isle of Orcmoot. Here an immensely long, narrow, rope bridge hangs between the island – misty in the distance – and the cliffs of the coast. Talk with Clovis to decide whether you will cross the bridge together (turn to **29**), or whether Clovis will cross the bridge first, you second (turn to **51**), or whether you will cross the bridge first, Clovis second (turn to **136**).



174

You are awoken in the middle of the night by a sharp pain in your side. You open your eyes, and see a flaming spear, held by a ghostly assailant, poised over your chest. Blood – your blood – drips from its tip. You roll violently to one side, just as the spear is jabbed into the bed, whose sheets it sets on fire. You leap to your feet and grab your staff. You may cast a Battle Spell if you wish.

SPEAR WIELDER	SKILL 11	STAMINA 4

If you win, turn to **49**.

175

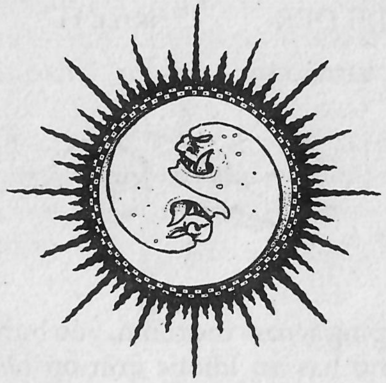
While creeping across the room, you bump into a fat woman who has an idiotic grin on her face. She glides gently into an equally fat man (but with a beard and a frown) and a very thin man with long hair. They jostle together. Roll one die. If the result is:

1 or 2	Turn to **16**
3 or 4	Turn to **40**
5 or 6	Turn to **68**

176

You proceed along the tunnel for several hours; the tunnel winds and climbs in all directions before finally terminating in a subterranean crossroads. Will you go:

Left?	Turn to **82**
Right?	Turn to **278**
Straight ahead?	Turn to **413**



177

You sprint up the steep slope, the Wight in determined pursuit. After a few minutes of this extreme effort, you feel yourself slowing and notice that the Wight is closing the distance rapidly. The crest of the hill is still some distance above, but one of the few trees that grows on this hummock is only just ahead. Will you continue up the slope (turn to **262**), or climb the tree, out of the Wight's grasp (turn to **238**)?

178

You receive a flesh wound from a crossbow bolt: lose 1 point of STAMINA. Stay on this page until given instructions by the other player where you should turn to.

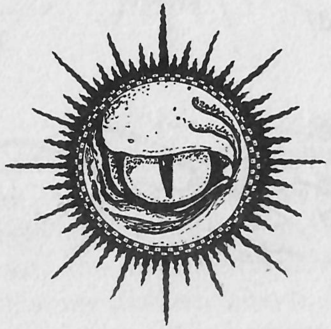
179

Before you can leave the vicinity of the crossroads, a terrible grey shadow rises out of the road; you see a skull grinning in death, rags clinging to skeletal body. It laughs horribly and says: 'I am the Death That Awaits; I bring you your children.' From its fluttering rags come six tiny figures, which are hooded, grey-skinned and inanimate. Three approach Clovis while the rest drift towards you. 'Choose!' says Death. 'Look upon your fates!' Which child will you choose to look upon:

The first?	Turn to **272**
The second?	Turn to **332**
The third?	Turn to **406**

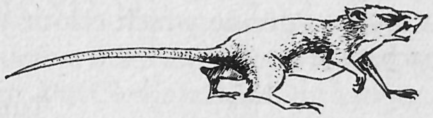
180

After several days of rather aimless trudging, you come across a well beside an ancient tree; it is the only landmark in this parched, flat land. When you draw closer, you see that the ground around the well is littered with the corpses of numerous humans and semihumans. A large bronze gong with the legend 'Ring me to Test' hangs from a branch of the tree. Will you ring this gong (turn to **100**), or hurry past the scene of carnage (turn to **344**)?



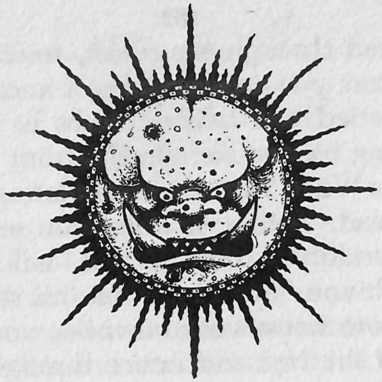
181

You proceed through the forest, towards the toll bridge. Soon you come upon an ancient oak, in whose gnarled and twisted limbs is a small but cosy-looking tree-house. On the front step of this house sits a Wood Sprite, contemplating you over a bowl of mead. 'Lothar,' it calls, 'you seek a Sacred Gem of Gundobad; come up and I will discuss the matter with you.' Surprised that this strange creature seems to know your business, you approach the bole of the tree and notice through a narrow opening that a spiral staircase winds its way up through the hollow trunk of the oak. Will you go up these stairs (turn to **92**), or climb up the outside of the tree (turn to **259**)?



182

'Wrong,' says the head contemptuously. It starts to scream, warning the camp that intruders are about. You snatch up the bundles and find all your stolen possessions and weapons: return them to your *Adventure Sheet*. Turn to **88**.



183

When you step into the red band, a bright pulse of energy runs through the rainbow and knocks you both back to where you were: lose 1 point of SKILL. Talk with Clovis to decide which colour you will both approach next:

Green	Turn to **162**
Blue	Turn to **145**
Violet	Turn to **124**

184

The corridor runs straight, twists, splits and turns, before catapulting you into a dead end from which only three small openings lead – a doorway, a window and a rough hole in the wall. Which will you fly through:

The doorway?	Turn to **260**
The window?	Turn to **229**
The hole?	Turn to **280**

185

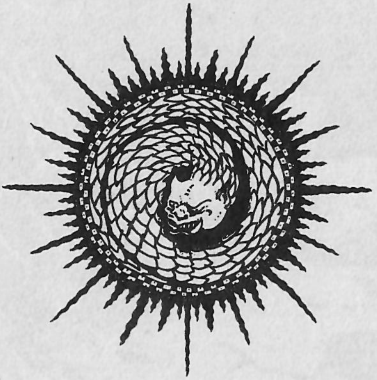
Change ACTION to 40. Stay on this page until given instructions by the other player where you should turn to.

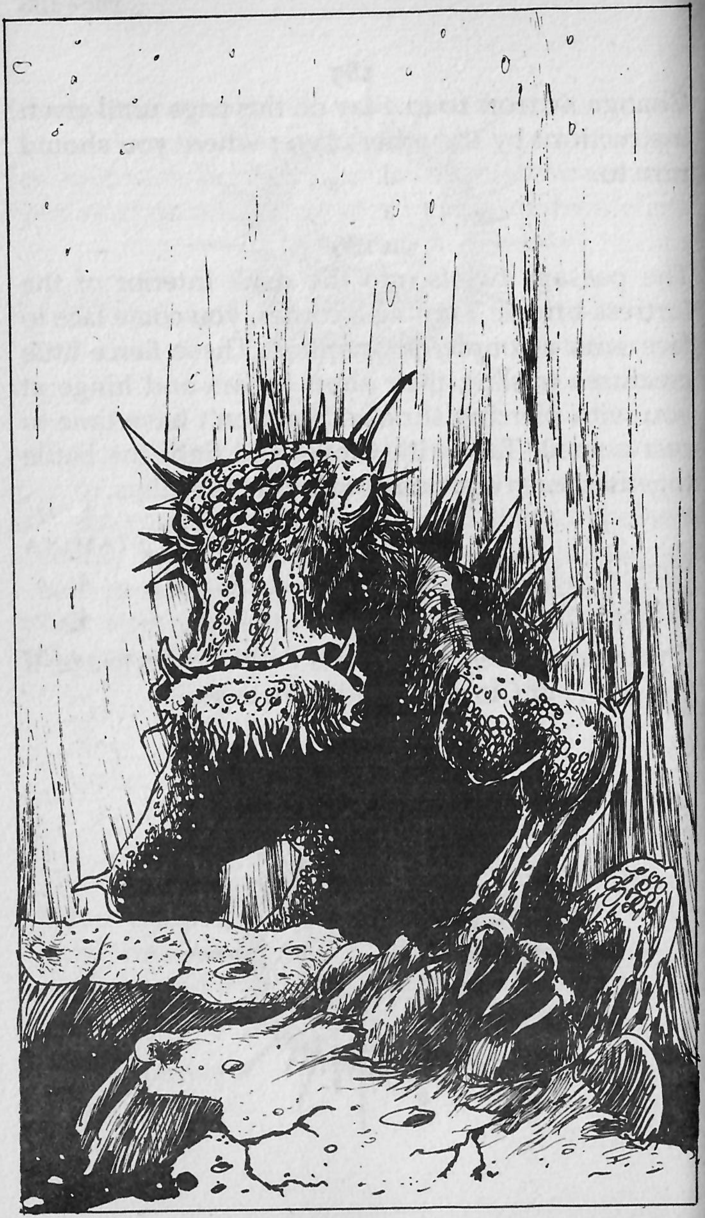
186

The passage twists into the dank interior of the fortress-bridge. Turning a corner, you come face to face with a couple of Gremlins. These fierce little creatures unsling their short spears and lunge at you with piercing shrieks. You don't have time to cast a spell. Talk with Clovis and fight the battle together, each attacking one of the Gremlins.

	SKILL	STAMINA
First GREMLIN	8	4
Second GREMLIN	7	4

If you defeat them and Clovis is alive, turn to **230**; if you win, but Clovis is dead, turn to **78**.





187

You make good headway across the pool by jumping from stone to stone until, without warning, a monstrous Volcano Salamander reaches out of the steaming water and grasps you by the leg. You may cast a Battle Spell if you wish.

SALAMANDER SKILL 9 STAMINA 8

If you defeat it, turn to **77**.

* * *

188

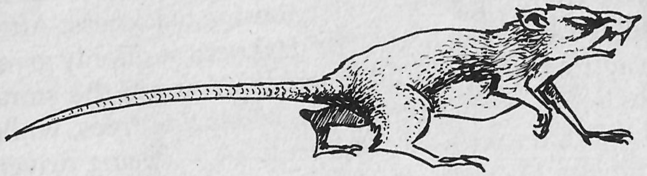
After one sip you fall to the ground, unable to see or hear anything other than a roaring blackness. After what seems like hours the darkness suddenly gives way to a perfectly lucid vision. You see the stone circle you are in surrounded by blazing trees, while the Druid and his robed acolytes are being driven into the blaze by armed men on horseback. The screams of fear and pain fill your ears. After this vision, you black out. Turn to **499**.

189

With Clovis dead, you leave the inn and climb up into the mountains, following a track which presently divides into two. Will you take the left (turn to **405**) or the right path (turn to **437**)?

190

The bridge is over a mile long and, judging by the creaks and shudders that run through it as you progress to the other side, is overtaxed by its own weight. When you reach the island, you see that the bridge terminates in a gate set in a tall tower. The gate is ajar, but in front of it lies the dead body of a monstrous three-headed Hydra. Stepping warily past this scene of carnage, you approach the doorway. Turn to **155**.



191

You fly away from both vessels, heading low across the sea. After half an hour's scouting and no sight of land, you decide to return to the merchantman. When you return, you find the corsair gone and your vessel, now considerably lighter, continuing on its way. You land on deck, much to the surprise of captain and crew. Turn to **237**.

192

You get to your feet and threaten the man in charge of the tiller. The puntmen laugh, then push you into the lake with their long paddles. Almost immediately, you are surrounded by the venomous invisible fish, which drag you under the surface. Your adventure is over. Turn to **39**.

193

The narrow track continues to lead you through the swamp, which gets increasingly gloomy. The track eventually ends in a T-junction. When you stop to decide which way to go, you become aware of some barely audible music, issuing from the darkness to your left. Will you:

Take the left path?	Turn to **114**
Take the right path?	Turn to **91**
Leave the path and cross the marsh towards the music?	Turn to **220**

194

Will you offer the creature:

The Sacred Conch?	Turn to **385**
The Gold Chalice?	Turn to **264**
Some White Fruit?	Turn to **445**

If you have none of these items, you will have to cast a spell: turn to **64**.

195

The tree bursts into flames. Branches writhe and leaves crackle into sparks, while the Sprite dashes about in a fearful panic. Unfortunately, the branches that are holding you fast do not relinquish their grasp until you are mortally burnt by the blazing tree. Your adventure is over. Turn to **39**.

196

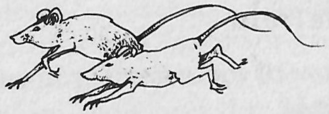
Tell the other player to turn to **196** then stay on this page until given instructions where you should turn to.

197

As you take off down the hill, the Wight breathes out an insinuating white mist which races past and around your fleeing figure. The icy vapour clutches at your legs and forces itself into your lungs, bringing you to an unsteady halt. The Wight whoops with delight, bounds down the slope and attacks. During this battle, reduce your SKILL by 3 points.

WIGHT SKILL 10 STAMINA 6

If you defeat it, turn to **489**.



198

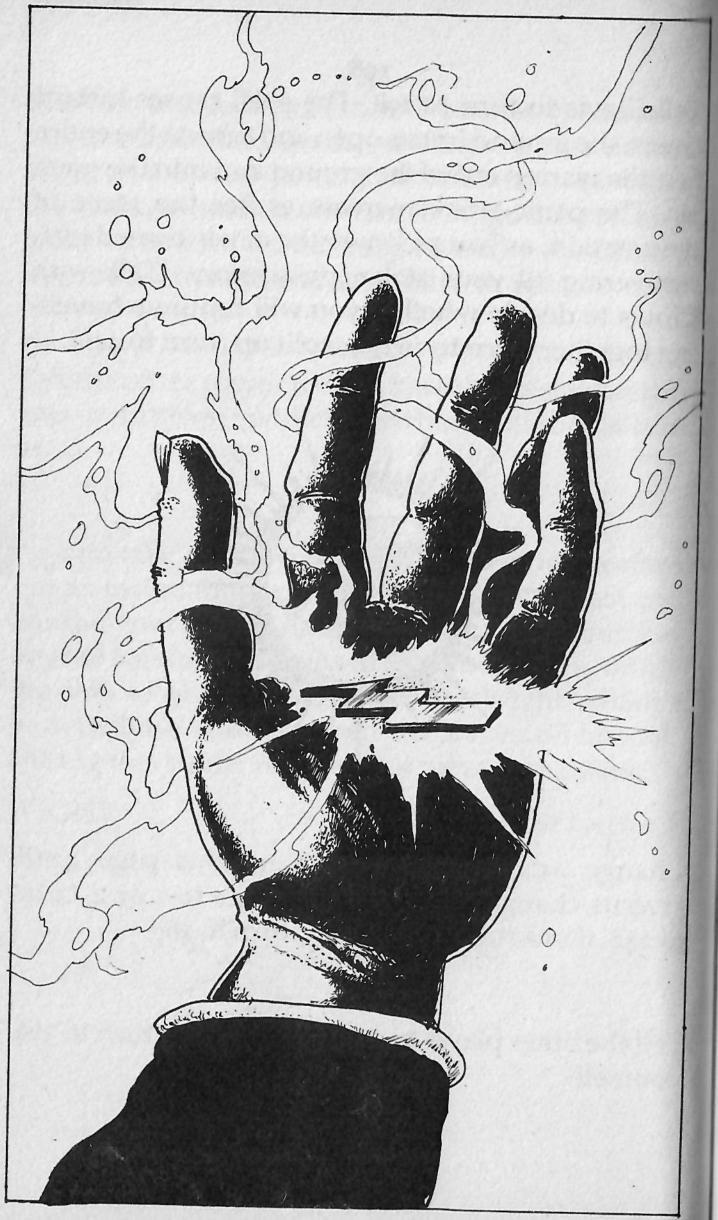
Tell Clovis to turn to **198**. The spell causes instant chaos: the ground bursts open and thrusts the entire Scuttlie warren out of the ground and into the open air. The panic-stricken creatures flee the scene of devastation, as you pick over the newly turned turf, recovering all your stolen possessions. Talk with Clovis to decide whether you will continue travelling together (turn to **107**) or split up (turn to **446**).

199

Change ACTION to 23. Stay on this page until STATUS changes. If STATUS changes to 1 or 2, turn to **242**; if STATUS changes to 3, turn to **287**.

200

Tell the other player to turn to **366**. Then turn to **366** yourself.



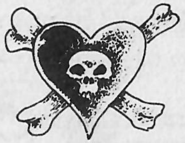
201

As soon as you touch the band of electricity, all three colours merge together and, with a flash, crystallize into a tiny metallic bolt of lightning which, lying in your hand, weighs no more than a feather. Electron, happy at your success, declares you a free man and urges you to hurry through these hills. Will you ask him what the little bolt of lightning signifies (turn to **314**), or just pocket it and continue on your way (turn to **395**)?

* * *

202

Having defeated the Moth, you decide to look about the hall. You find several large silken cocoons hidden in a niche in one of the walls. Talk with Clovis to decide whether you will both slash open one of the cocoons (turn to **38**), or unravel some silk to keep for later use (turn to **106**).



203

The path winds along for a very long time before reaching another T-junction. The right path climbs steeply, while the other dives deeper into the rock. Will you go left (turn to **413**) or right (turn to **396**)?

204

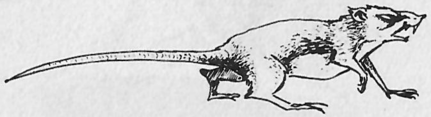
When you step into the rainbow, the outside world vanishes, to be replaced by four scintillating bands of colour which pulse and weave, forming a tube which extends into the sky. Talk with Clovis to decide which colour you will both approach:

Red	Turn to **183**
Green	Turn to **162**
Blue	Turn to **145**
Violet	Turn to **124**

205

The pool, though wide and steamy, looks quite shallow and is amply dotted with stepping-stones. To cross it, will you:

Wade?	Turn to **123**
Jump across the stepping-stones?	Turn to **187**
Cast a spell?	Turn to **309**



206

The tree's crushing movement slows to a creaking halt under the influence of the spell, but the tree still does not let you go. Trapped in this treacherous oak by an equally treacherous Sprite, you await a slow death by thirst and starvation. Your adventure is over. Turn to **39**.

207

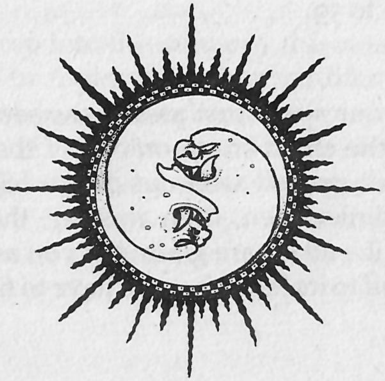
You cast your spell. Just as success seems certain, however, the chain snags on one of the enormous fangs which project well out of the Hydra's face. One eye blinks open, then another, then – before you know it – all six are glaring at you as the Hydra heaves itself to its feet. You will have to fight it. Turn to **487**.

208

The doorway leads you into a large hall whose high ceiling and buttressed walls are draped with magical symbols and images of the Lords of Hell. You perform a quick aerial circuit of the chamber, but can see only two exits to choose from; one is an open doorway between ominous folds of black velvet and the other is an opening in the ceiling. Will you fly through the doorway (turn to **260**) or the other opening (turn to **280**)?

209

Before you, disappearing into the thick forest which lines the northern shore of the lake, are two paths. Which will you follow, the left-hand path (turn to **432**) or the right-hand path (turn to **340**)?



210

A few miles on, you come across a slave caravan winding its way along a mountain road. Long lines of manacled captives trudge behind the slave-trader's huge sedan chair, which is resplendent with multicoloured hangings and borne by eight porters. The whole slow procession is heading your way. Will you:

Let them pass?	Turn to **30**
Try to fool the trader into capturing Clovis?	Turn to **87**
Try to free the slaves?	Turn to **370**

211

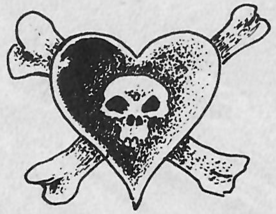
Will you hypnotize the chief into thinking you are a friend, at a cost of 2 MAGIC points (turn to **341**), turn the room inside out, at a cost of 3 MAGIC points (turn to **375**), or make yourself invisible, at a cost of 1 MAGIC point (turn to **412**)? If the spell fails, you will have to either fight your way free (turn to **46**) or, if you haven't already, offer tribute to the Kobold chief (turn to **141**).

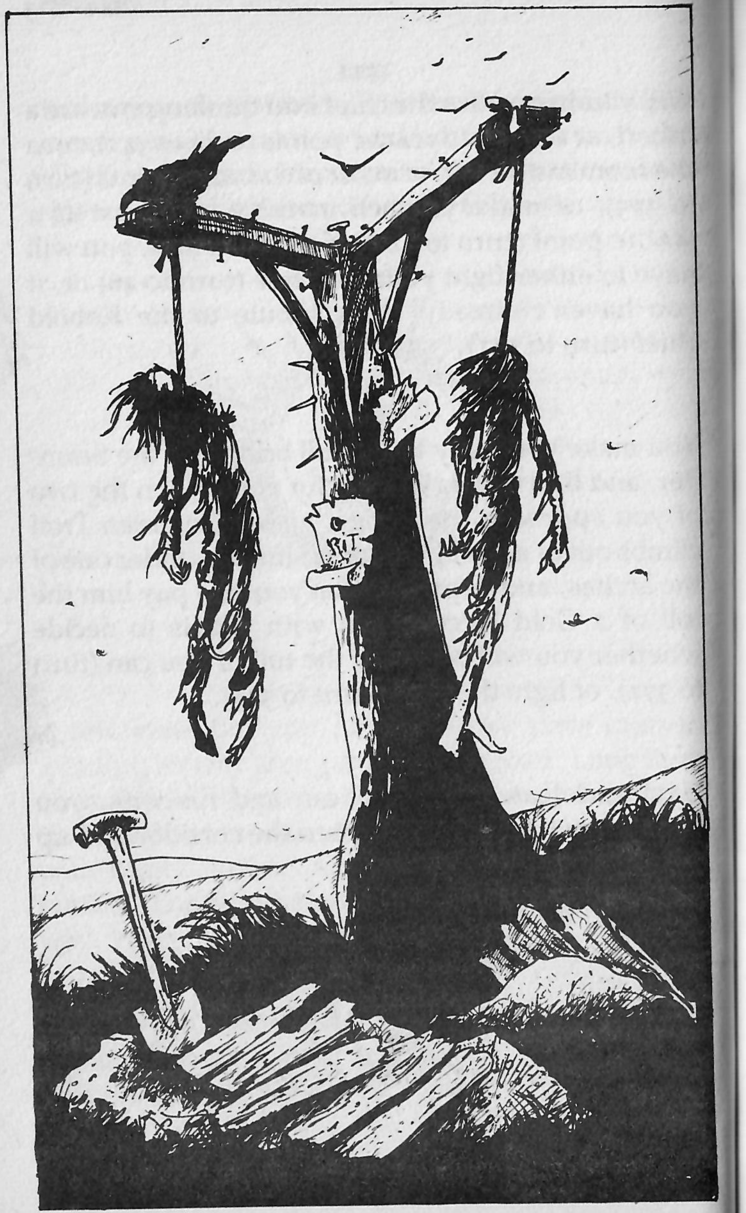
212

You make your way to the toll bridge on the Scamder, and find Clovis waiting for you. When the two of you approach the bridge, a sizeable green Troll climbs out of a hovel, which is situated under one of the arches, and demands that you *each* pay him the toll of 2 Gold Pieces. Talk with Clovis to decide whether you will both pay the toll, if you can (turn to **371**), or fight the Troll (turn to **345**).

213

Having defeated the publican and his wife, you retire from the room, back into the corridor and up the stairs. Turn to **12**.





214

The path leaves the forest, cuts across a barren plain and eventually turns into a road. After a day's travel, you come to a crossroads with a large gallows set up beside it. Two men, rocking gently in the wind, hang from ropes, while near by two fresh graves, hurriedly covered with rough timber, lie under a bleak sky. Talk with Clovis to decide whether the two of you will inspect the gallows (turn to **236**) or the graves (turn to **357**).

215

Turn to **101**.

216

The spell is immediately successful; it sends the entire flock plummeting unconscious into the lake, where, you presume, they drown. Turn to **273**.

217

Change ACTION to 29. Stay on this page until STATUS changes. If STATUS changes to 1 or 10, turn to 37; if STATUS changes to 9, turn to 493.

218

The right-hand corridor leads you into a large, hot cavern. At your feet yawns a wide crevasse in whose depths flows a sluggish river of molten lava. Near by, spanning the chasm, is a flying arch of natural rock. Will you follow the edge of the cavern (turn to **99**), or cross the rock bridge (turn to **160**)?

219

With a sharp crack, the bar breaks out of its stays - creating a gap large enough for the two of you to pass through. However, the strain of breaking free has taxed Clovis greatly and he now lies panting and in pain on the ground. You help him to his feet and support him through the gap in the bars; then you stagger out into the compound. A bright light is burning some distance to the left. Talk with Clovis to decide whether you will both approach the light (turn to **354**), or move in the opposite direction (turn to **428**).

220

You step off the path, stumble in the darkness and pitch headlong into a quicksand. You struggle for the surface, unable to breathe or see: roll one die and deduct the result from your STAMINA. If you are still alive, you drag yourself to safety, and eventually discover another track. The music has stopped. Turn to **114**.

221

The Roc, evidently short on crew and ammunition, sends only a few desultory crossbow bolts down at you before wheeling about and setting off towards the horizon. You inspect the bodies of the two warriors: one is wearing a black cloak and the other a silver skullcap. Talk with Clovis to decide how you will divide these items between you. Then you continue across the desert. Turn to **173**.

222

The spell causes the branches binding you to shrink to mere twigs. Turn to **5**.

223

You head cross-country, bypassing the port of Kalamdar and eventually arriving on the shore of a wide blue lake which lies between towering hills. As you walk around this, you notice a flurry of activity in the air above the lake. Approaching you at high speed and in close formation is a flock of strange-looking birds: each creature has a long dagger-like bill glinting in the sun. Will you:

Use an item from your pack to escape the birds?	Turn to **419**
Cast a spell?	Turn to **441**
Stand fast and fight, if necessary?	Turn to **479**

224

A short way down the track, you come across a rough-looking man seated at a small folding table; a black patch covers one of his eyes and several heavily armed thugs flank him. A couple of peasants have just poured a small amount of silver on the table and now this fellow is greedily dividing it up, saying, 'One for you, nineteen for me.' When you approach, the man pushes the peasants to one side and says to you: 'I am the Imperial Tax Collector. You must pay a transit tax of 5 Gold Pieces each for the use of this road.' Have you enough Gold to pay this tax? If so, turn to **458**; if not, turn to **304**.

225

The guards are dead, but even more Scuttlies can be heard approaching from the front. You retreat back to the last junction and take the other passage. Turn to **343**.

226

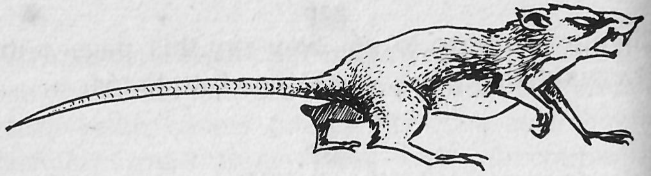
Change ACTION to 26. Stay on this page until STATUS changes to 1, 4 or 5; then turn to **165**.

227

As soon as you enter the city of Kalamdar, you head for the dock and book passage on a slow-looking merchant ship, which is due to sail past the Isle of Orcmoot. Presently, the ship leaves the harbour and ploughs its way out to sea, passengers huddled on deck and precious cargo safely in the hold. On the sixth day out the vessel is intercepted by a corsair, which is manned by numerous bloodthirsty pirates. The master of your ship surrenders without a fight; he draws alongside the larger pirate ship and prepares to hand over both passengers and cargo in return for the freedom of his vessel and crew. Will you surrender peacefully to the pirates (turn to **20**), or attempt either to escape or to scare the pirates away (turn to **443**)?

228

After one sip you fall to the ground, unable to see or hear anything other than a roaring blackness. After what seems like hours, the darkness suddenly gives way to a perfectly lucid vision. You see your hand stretching into a yellow flame to grasp a bright green stone. When your hand closes on the stone, a thousand voices cry: 'Hurrah! Lothar, King of Gundobad! Long live the King!' After this vision, you black out. Turn to **499**.



229

You fly through the window, but are surprised by two of the Djinn's guards who, seeing you approaching, had hidden themselves on either side of the opening. They grab you with taloned claws as you fly past, rip you from the flying rug and pound you into submission. The Djinn arrives fairly shortly and, being rather ill-tempered, wastes no time in putting you to death. Your adventure is over. Turn to **39**.

230

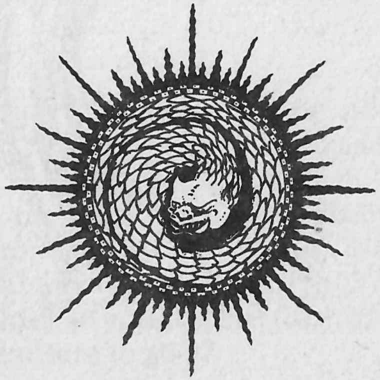
The two Gremlins are slain, but the sounds of battle seem to have attracted some unwanted attention: further down the corridor you can hear the patter of approaching feet and the clinking of armour – perhaps more Gremlins. There are several barrels beside a gently sloping loading-ramp: you could hide in the barrels until everything settles down again, or you could beat a hasty retreat. Talk with Clovis to decide whether you will both hide in the barrels (turn to **350**), or retreat back to the entrance hall and then up the stairs (turn to **306**).

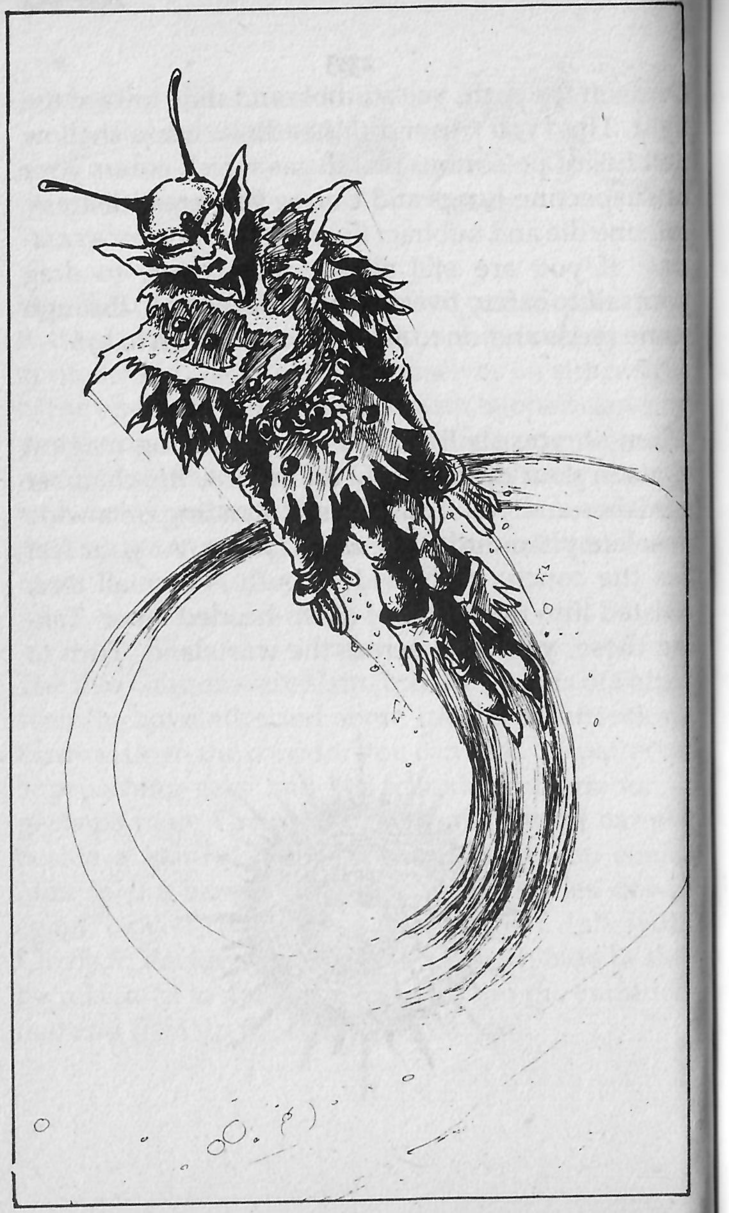
231

Once off the path, you stumble and slide toward the light. Then you trip and slither down into a shallow dell full of poisonous marsh gas which enters your unsuspecting lungs and causes you great distress: roll one die and subtract the result from your STAMINA. If you are still alive, you manage to drag yourself to safety over the edge of the dell, through some reeds and on to another track. Turn to **276**.

232

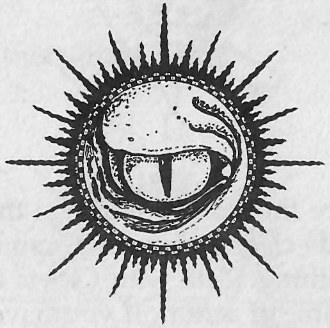
'Then so you shall be,' she says, making magical signs in your direction. In an instant, the chamber vanishes and you find yourself standing on a wide desolate plain under the midday sun. At your feet lies the conch; in its wide mouth is a small torc, twisted into the shape of a two-headed viper. Taking these, you head across the wasteland. Turn to 344.





233

The Faerie laughs, drops her arms and spins about you in mid-air. Then, with a flash, they all disappear into thin air, taking the light with them. Stumbling in the darkness, you manage to regain the path – only to find that *all* your Gold Pieces have vanished: cross them from your *Adventure Sheet*. One consolation, though, is that the Faeries have cured all your wounds: return your STAMINA to its *Initial* level. Turn to **340**.

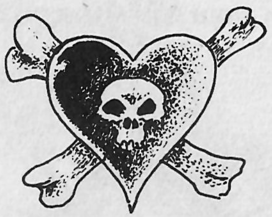


234

Hauling the rat's carcass to one side, you find yourself in its nest – a straw-lined and bone-filled dead end. But when you dig under the flotsam and jetsam of the rat's home, you discover a finely wrought iron shield which, though useless to you, could possibly be of some service to Clovis. Will you give this shield to your brother (turn to **422**) or leave it in the nest (turn to **365**)?

235

The right-hand corridor leads you into a large, hot cavern. At your feet yawns a wide crevasse in whose depths flows a sluggish river of molten lava. Near by, spanning the chasm, is a flying arch of natural rock. If you have the Cat's Eye, turn to **334**; otherwise, turn to **313**.



236

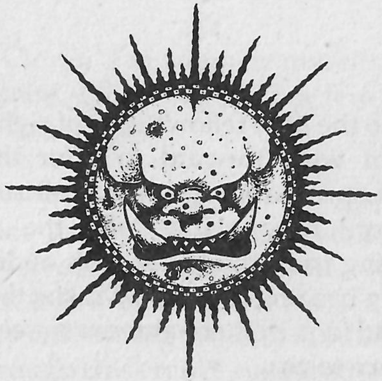
The bodies are those of murderers; the brands on their foreheads clearly state their crimes. The gallows offer nothing. Talk with Clovis to decide on your next course of action. If you haven't already, the two of you can inspect the graves (turn to **357**), or you can journey onwards (turn to **179**).

237

That night, having a cabin to yourself now that the ship is less crowded, you are beset by several of the crew who – figuring you to be a wealthy magician – have decided to relieve you of your riches and (if necessary) life. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First SAILOR	7	6
Second SAILOR	6	4
Third SAILOR	6	4

If you defeat them, turn to **28**.



238

You jump into the lower branches and scramble up the tree's twisted trunk. The Wight, roaring with delight at having cornered you, runs into the base of the tree with all its might, ripping trunk and roots from the stony soil. The tree creaks, tilts and crashes to the ground: you are wounded in the impact. Roll one die and deduct the result from your STAMINA. The Wight leaps over the fallen branches to attack.

WIGHT	SKILL 10	STAMINA 6

If you defeat it, turn to **489**.

239

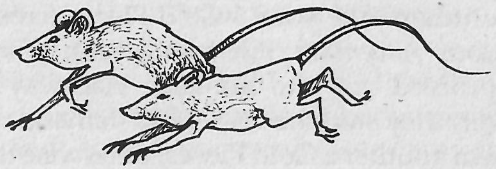
Turn to **321**.

240

You step into the little fellows' line of sight, holding the bottle of wine forward to offer them some drink. The Leprechauns are not at all surprised at this intrusion; they gladly take the wine and begin drinking from the bottle with audible gulps. Shortly, they become drunk and insist that the two of you should look in their rainbow to see what you can find. Turn to **204**.

241

The Roc is steered north with the two of you on its back. However, after only a few hours, one of the look-outs spots another Roc closing at high speed, flying the red flag of your captain's arch-enemy. Stay on this page until given instructions by the other player as to where you should turn to.



242

'No,' says Clovis, 'I'm going by myself. You'll have to travel alone. I'll meet you in a few days at the Scamder.' Turn to **325**.

243

The corridor leads into a room which is tightly crammed with several dozen people, who are all in trance, with legs crossed in the lotus position and, surprisingly, all floating in the air at odd heights and angles. Through this crowd, on the other side of the room, is a large iron-bound door. Will you weave through the people towards this door (turn to **175**), or wake one of the floating meditators (turn to **110**)?

244

'Wrong,' says the head contemptuously. It starts to scream, warning the camp that intruders are about. You snatch up the bundles and find all your stolen weapons and possessions: return them to your *Adventure Sheet*. Turn to **88**.

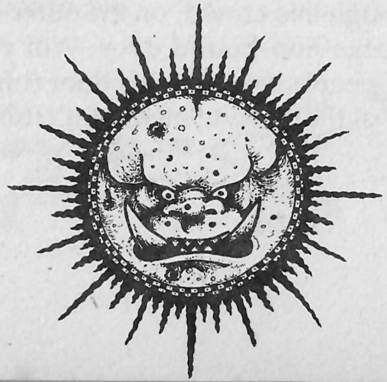
245

The puntmen take your 6 Gold Pieces (cross them from your *Adventure Sheet*) and, with you in the boat, proceed out into the lake. Half-way across, however, they stop the vessel and demand that you pay them another 2 Gold Pieces; otherwise they will turn about and return to the southern shore. Will you:

Pay them the extra 2 Gold Pieces?	Turn to **109**
Try to take over the boat?	Turn to **192**
Step off the boat and continue by wading through the lake?	Turn to **151**

246

If you have killed or transformed the Hydra, turn to **416**; otherwise, turn to **115**.



247

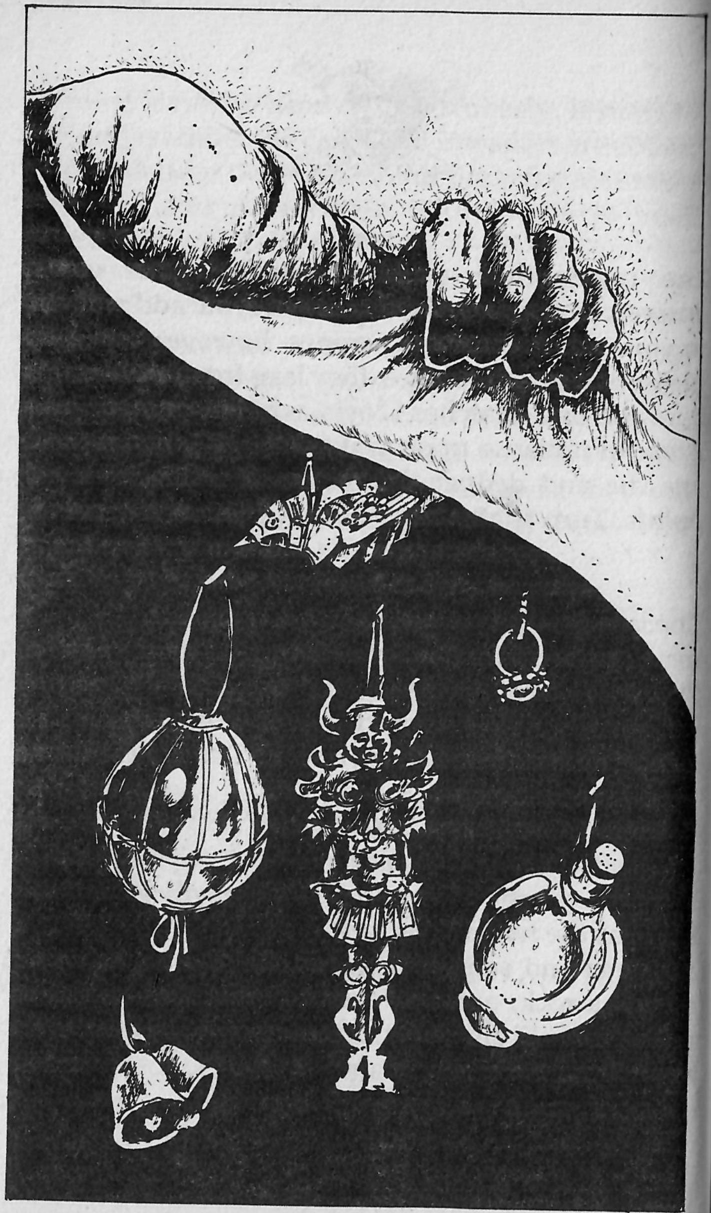
The one-toothed woman, satisfied with your answer, bestows her blessing upon you: add 1 point to your SKILL. The other crones, however, are less pleased with your choice: they leap from their boulders and one scratches Clovis, while the other casts a fearful radiance upon you from her one eye. Roll one die and deduct the result from your MAGIC points. Turn to **389**.

248

The latch explodes in Clovis' hand, wounding him. Inside the chest are a bottle of wine and 8 Gold Pieces. Talk with Clovis to decide how these items will be divided between you. Then you leave the Troll's house and cross the bridge. Turn to **418**.

249

Without warning, a caravan guard pops up from behind a nearby bush and whirls heavily weighted bolas at the two of you, which entangle your arms and legs and send you to the ground. Your head strikes a rock, and you are knocked cold. Stay on this page until given instructions by the other player as to where you should turn to.



250

He cackles when you agree and, drawing his cloak to one side, reveals a number of small items hanging from loops. 'Each costs 2 Gold Pieces,' he says, casually fingering the goods. Talk with Clovis to decide which items you will each buy from the list below (note that only one of each is for sale, so it is impossible for both of you to buy the same item):

Jade Statuette
Crystal Ball
Ring
Mechanical Bird
Copper Bell
Corked Flask

When you have *both* finished with your purchases, turn to **323**.

251

You step into the clearing, and wait by the perimeter of stones. One of the men approaches, rough features barely discernible under his large hood. When he is about ten feet away he stops, raises an arm and extends his hand, palm upwards, to you. The others watch with detached interest. Will you repeat the gesture this man has just made (turn to **157**), or extend your greetings verbally (turn to **101**)?

252

You follow the track in a great arc through a stinking fen, whose noxious odours make you feel faint (lose 1 point of STAMINA). Finally, the path divides again, both branches leading into equally unattractive marshland. Will you follow the left (turn to **33**) or the right path (turn to **54**)?

253

You take the bird out of your pack and throw it into the air, where it starts a slow mechanical flapping and heads across the lake. The real birds, slightly put out by the appearance of this artificial cousin, wheel to one side to let your device fly past – but then resume their dive towards you. Your contraption has failed you, so will you cast a spell (turn to **441**) or stand fast (turn to **479**)?

254

You decide to search their bodies: you find 5 Gold Pieces. As the damage inflicted by these Ogres is largely of a temporary nature, you recover half of any STAMINA points you may have lost in the course of the battle. Will you continue through the forest alone (turn to **42**), or go to meet Clovis at the toll bridge over the Scamder (turn to **181**)?

255

When Clovis opens the box, half a dozen little serpents latch on to his arms, wounding him badly. He shakes them off and slams the box shut. Turn to **373**.

256

You offer the statuette. The chief takes it, examines it approvingly and then decides – as you are obviously well-to-do – to kill and rob you. Will you fight your way out of this situation (turn to **46**) or, if you haven't already, cast a spell (turn to **211**)?

257

As the path continues, the surrounding forest steadily gives way to marshland. The path, however, remains a sanctuary of safe, dry ground. By nightfall, you have found nowhere to camp; then you come across a split in the path. Will you take the left (turn to **33**) or the right branch (turn to **54**)?

258

'Then you are a heathen from the nether regions,' they say, 'and, as such, must die.' They level their tridents and spring at you, intent on attack. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First MERMAN	9	6
Second MERMAN	7	6

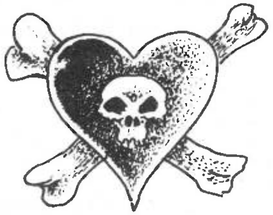
If you defeat them, turn to **336**.

259

You lay a hand on the thickly knotted trunk and pull yourself up. *Test your Luck*. If you are Lucky, turn to **476**. If you are Unlucky, turn to **154**.

260

You find yourself in a long, low-ceilinged crypt, which has numerous niches down both walls filled to capacity with polished coffins. The Djinn darts out of an opening ahead and lashes out at you with a burst of magic stars; several of the bright pinheads of energy smash into you (lose 2 points of STAMINA). You make a quick turn down a side-passage, where you spot two corridors leading off in opposite directions. Will you take the left (turn to **312**) or the right passage (turn to **339**)?



261

With the defeat of the innkeepers, you retire to the corridor, climb the stairs and arrive at the inn's barn. From here you proceed up into the mountains along a track which, presently, divides into two. Will you take the left (turn to **405**) or the right path (turn to **437**)?

262

Summoning all your reserves of energy, you claw your way to the crest of the hill. The Wight catches you by the throat just as you break over the final ridge. Lifting you into the air with a choking hold, it says, 'Now I will teach you what it means to be bold!' Just at this moment, the dawn sun breaks over the horizon; its bright beams catch both you and the Wight. The monster screams in agony, drops you to the ground, then disintegrates in the sun's rays. Turn to **489**.

263

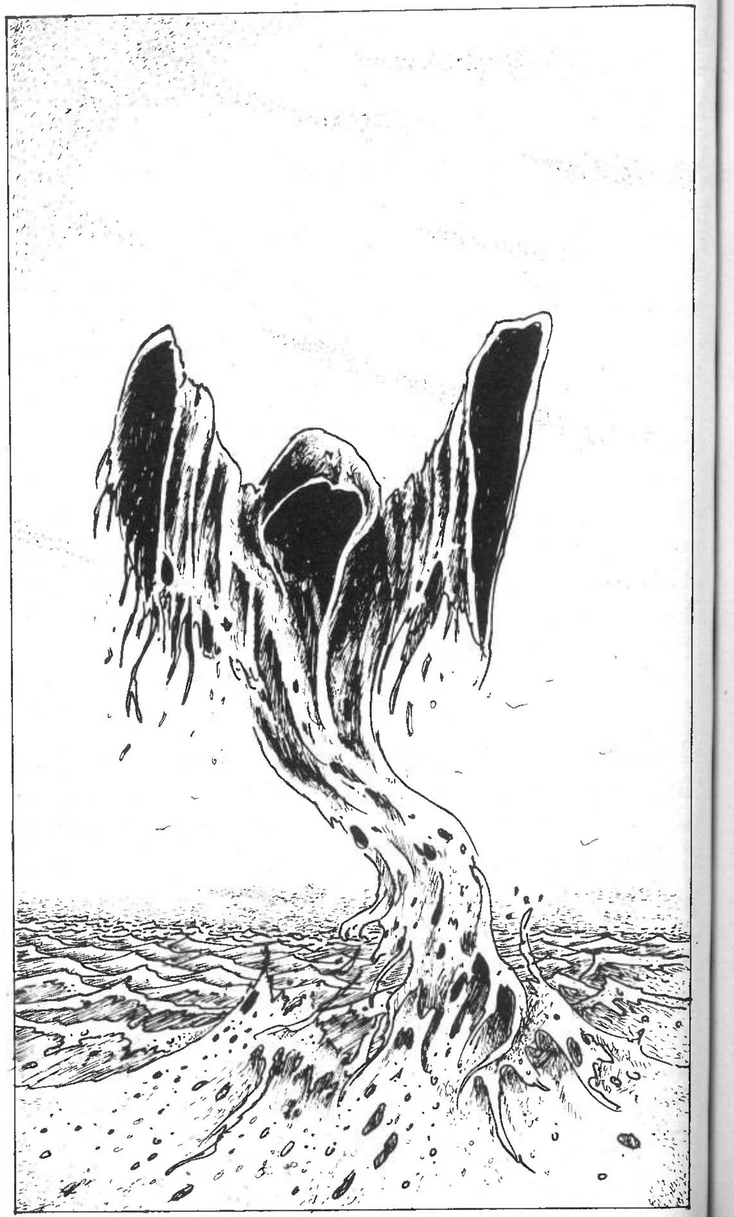
You clamber safely down to collect the second piece which, you note, is identical to the first except that instead of having an extended thread at one end, it has an indented thread. *Test your Luck*. If you are Lucky, turn to **19**. If you are Unlucky, turn to **326**.

264

The Nightmare takes the chalice, considers it, then tosses it to one side. 'This is no test of royalty,' it wheezes icily. 'This is but an old man's bauble!' Turn to **404**.

265

You head across the wasteland, and are taken completely by surprise when Clovis materializes next to you out of thin air. He looks around bemusedly, shrugs his shoulders, and says, 'Come on, let's go.' Together again, you continue on your way. Turn to **173**.



266

A hellish Shade materializes in front of you, then races over the waves to attack the corsair's captain. You do not see if the spirit you raised is victorious, however, as several pirate crossbowmen, angry at your self-defence, unleash a deadly hail of darts, several of which fatally wound you. Your adventure is over. Turn to **39**.

* * *

267

The loop misses you by a few inches, but then leaps into the air again for a second try. You run away. You are pursued by the rope for a few more yards, before the slaver gives up and recalls it. You make good your escape. Turn to **453**.

268

You dive from the bushes and both try to grab the same Leprechaun; but both of them vanish into thin air. As you stagger to your feet, you hear soft laughter retreating up the fading rainbow. You soon discover that you have lost all your Gold Pieces: cross them from your *Adventure Sheet*. You both return to the path. Turn to **353**.

269

The other Roc flies above you and sends a boarding-party down on ropes. Two armoured Air Brigands attack you and Clovis. Talk with Clovis and fight the battle together, each attacking one of the Brigands. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First AIR BRIGAND	9	8
Second AIR BRIGAND	9	8

If you defeat them and Clovis is alive, turn to **303**; if you win, but Clovis is dead, turn to **17**.

270

Tell Clovis to turn to **270**. You temporarily turn invisible and stand to one side, leaving Clovis to fight the Giant Moth by himself. If he is killed, turn to **497**. If he defeats the monster, turn to **202**.

271

The path cuts into a steep valley and runs across a scree slope. You lose your footing on the crumbling surface and slide down the hill: lose 1 point of STAMINA. Finally, you come to rest on another mountain track. Will you follow it to the left (turn to **342**) or right (turn to **153**)?

272

Looking into the grey face, you suddenly see a vision of yourself standing on a rocky bridge which straddles a lava-filled chasm. All at once, the bridge collapses and pitches you into the molten rock far below. The vision ends and the child retreats. Turn to **496**.

273

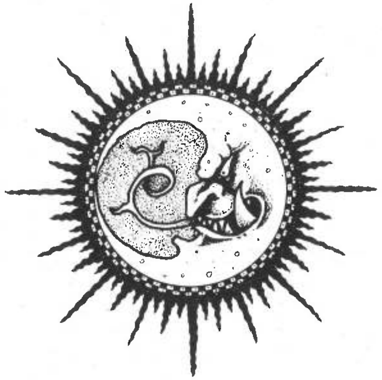
You continue around the lake and come across a grove of pungent flowering trees. On the ground between the trees, living in sickening filth and squalor, are a large number of glassy-eyed, emaciated people, who from time to time pull flowers from the lower branches and slowly munch on them. However, not one of them looks unhappy; in fact, all are fixed with the most stupefyingly happy grins you have ever seen. Will you take a closer look at one of the trees (turn to **358**), or approach one of the people (turn to **382**)?

274

Taking the Faerie by the hands, you spin about the clearing, dancing with the rest of them. In a fairly exuberant manoeuvre, however, you send the Faerie's garland of flowers flying from her head to land under your feet, where it is crushed. Instantly, a hush descends on all present. The sylph you were dancing with steps away from you, saying, 'I am the Queen of all these folk, and you have destroyed that which empowers me to keep their lives safe. You must replace what you have lost.' Then, with a flourish, she casts an enchantment which deprives you of all your magic powers: reduce your MAGIC points to zero. Will you offer to help the Faeries recover what you have destroyed (turn to **45**), or leave the circle and return to the path (turn to **340**)?

275

You cast your spell, but without any obvious effect. 'Fool,' gurgles the spirit of Hades, shifting its massive black wings with a few creaks, 'that is not the strength of a king.' Turn to **404**.



276

You follow the path into a hushed copse of ancient willows, whose gnarled roots grasp the little dry land available, and whose sweeping leaves brush the surface of bile-green pools. In the midst of this ominous marsh-forest the track divides again. To the right, through the still branches of the willows, you can see a steady, mellow light burning in the distance. Will you:

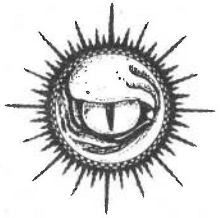
Take the left path?	Turn to **33**
Take the right path?	Turn to **54**
Leave the path and cut through the willows towards the light?	Turn to **292**

277

The Troll takes your Gold Pieces (cross them from your *Adventure Sheet*) and allows you to pass over the bridge without hindrance. On the other side you see two paths leading into the thick forest which crowds the flanks of the river. Will you follow the left (turn to **432**) or the right path (turn to **340**)?

278

The passage takes you through the mountain rock, until it divides into another two tunnels. Will you go down the left (turn to **413**) or the right path (turn to **176**)?



279

After one sip you fall to the ground, unable to see or hear anything other than a roaring blackness. After what seems like hours, the darkness suddenly gives way to a perfectly lucid vision. You see Clovis emerging triumphant from a dark mountain, a blue gem shining in the crown on his head. Voices can be heard crying, 'Clovis, King of Gundobad!' You see yourself tied at the foot of the mountain, weighed down by three sparkling white stones. After this vision, you black out. Turn to **499**.

280

You find yourself in a long corridor dotted with large and seemingly impenetrable doors. As you hurtle along, you see two exits side by side – one an open archway and the other a twist in the corridor. Will you take the doorway (turn to **359**) or the corridor (turn to **339**)?

281

If you have any of the items below, choose which one you will use and turn to the appropriate page. If you have none of them, or don't wish to use them, you will have to cast a spell (turn to **356**).

Electron's Lightning Bolt	Turn to **108**
Red Gem	Turn to **166**
Flying Carpet	Turn to **191**

282

The monster collapses to the ground and rapidly metamorphoses into a Power Stone, which lies glowing at your feet. You add it to your collection. You continue along the bank and find a path leading to and from a narrow hole. Will you follow the path into the hole (turn to **449**) or away from the hole (turn to **398**)?

283

You squeeze through the tunnel and come to another junction. This time, though both passages are the same size, sounds of clinking weapons and pattering feet can be heard approaching up the left-hand way. Talk with Clovis to decide if you will both head down the left tunnel (turn to **438**) or the right tunnel (turn to **343**).

284

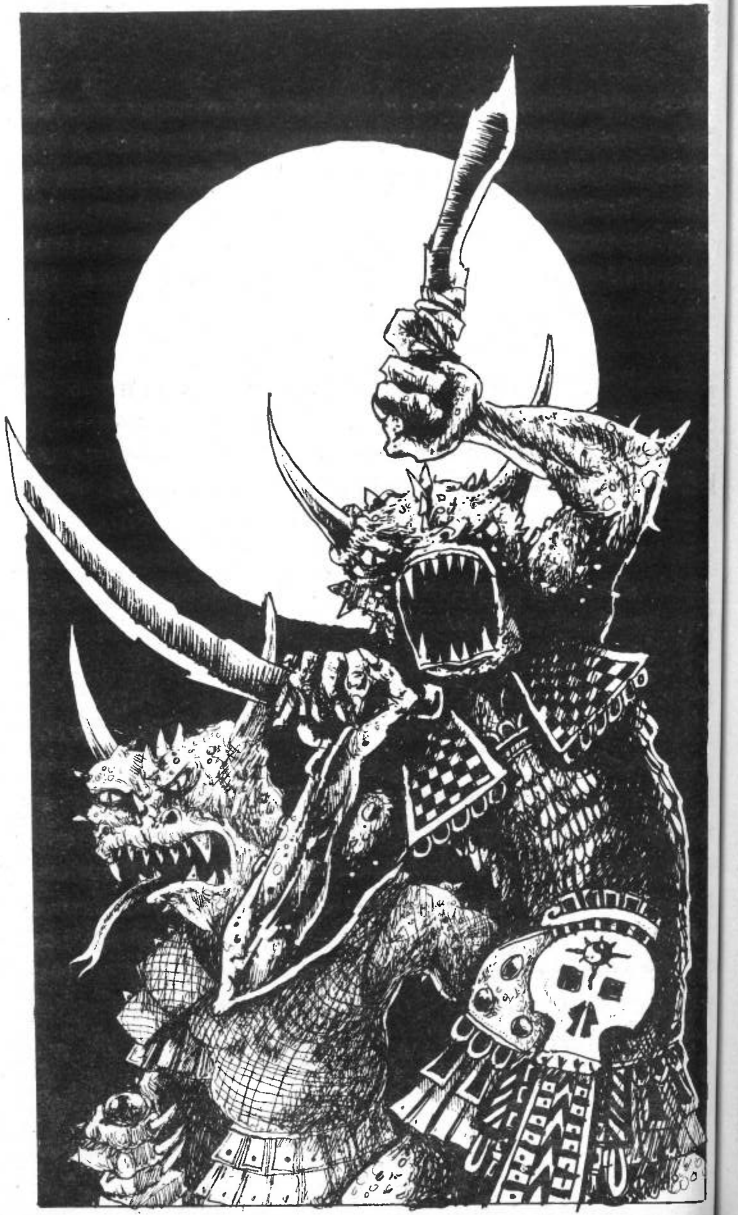
You curl up on the floor. In the morning, you are rudely awoken by a pair of retainers jabbing you in the ribs with the blunt ends of their halberds. 'Coward,' says one, derisively. 'How dare you claim to be of royal blood, when you refuse, out of vague suspicion, another king's hospitality? You shall die for this insult!' They swing their halberds at you. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First RETAINER	10	6
Second RETAINER	8	6

If you defeat them, turn to **338**.

285

You jump out of the bushes, and each dive at one of the Leprechauns, but snatch thin air as the little fellows vanish. When you stagger to your feet, you hear soft laughter retreating up the fading rainbow. You soon discover that you have lost all your Gold Pieces and one other item from your Equipment List (your choice): cross them from your *Adventure Sheet*. You both return to the path. Turn to **353**.

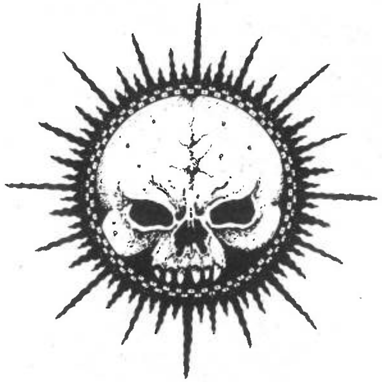


286

You wait for the sun, already low in the sky, to sink below the horizon. Before this happens, however, a couple of Lizardmen – guards from the caravan below – rush out of the nearby cover they had crept into and attack you. Talk with Clovis and fight the battle together, each attacking *one* opponent. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First LIZARDMAN	9	8
Second LIZARDMAN	9	6

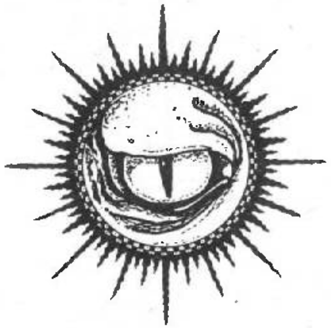
If you defeat them and Clovis is alive, turn to **249**; if you win, but Clovis is dead, turn to **10**.



287

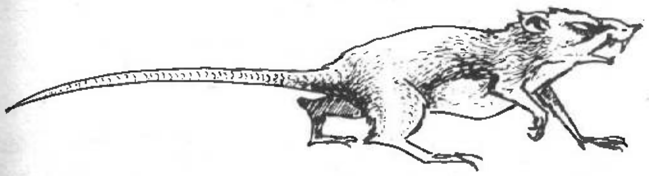
The two of you ride together down a narrow track and enter a thick forest. For several days you travel through this without coming across any signs of habitation. On the fourth day, however, you meet a frightened peasant who warns you that there is a hut occupied by a small number of Orcs just a short way down the track. You dismount and walk quietly along the path until you see the hut the peasant spoke of. Smoke curls from its chimney and ivy covers its rotting timbers. It has one sagging door and a small shuttered window. Talk with Clovis to decide which course of action you will follow. Choose from the following:

Both of you rush through the door	Turn to **486**
You rush the door while Clovis goes through the window	Turn to **455**
Clovis takes the door while you open the window and cast a spell on the hut's occupants	Turn to **403**



288

The door opens into a sumptuous feast-room, which is strewn with oriental rugs, hookahs, turbaned guests – and corpses. The centre of attraction is an enormous Djinn who is selecting victims from a number of manacled captives, pretending to let them escape, but killing them before they have left the room – much to the amusement of his guests. Floating in mid-air only a short distance from you, bearing drinks, is a large rug. Will you attack the Djinn and free his captives (turn to **409**), or leap on to the 'flying' rug (hoping it is *truly* magical), rescue as many of the captives as you can, and make good your escape (turn to **474**)?

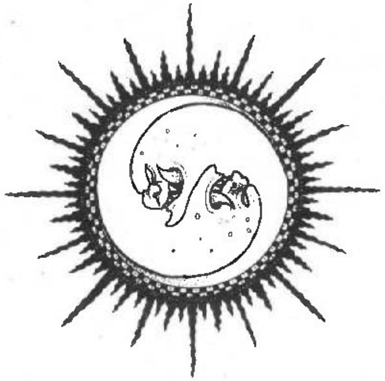


289

After a while, you quite unexpectedly meet Clovis coming along one of the tracks that crisscross the hills you are in. Having exchanged greetings, the two of you continue together. Turn to **25**.

290

You follow the passage back into the hill for a short distance; then, without warning, the floor at your feet crumbles into gravel, and you are tossed forward into a chasm. *Test your Luck*. If you are Lucky, turn to **447**. If you are Unlucky, turn to **414**.



291

You continue to trudge across the sand dunes. After several days, one of the Rocs – you can't tell which – reappears overhead, dangles a couple of ropes to the ground and sends two armoured men sliding down. When they reach the ground they waste no time in attacking you. Talk with Clovis and fight the battle together, each attacking one of the opponents. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First AIR BRIGAND	9	8
Second AIR BRIGAND	9	8

If you defeat them and Clovis is alive, turn to **221**; if you win, but Clovis is dead, turn to **17**.

292

You forge through the maze of roots and poisonous ponds that make up the marsh-forest floor. Eventually you reach a large island upon which a small cottage nestles between several mighty oaks. The owner of this dwelling, a kindly old marshman, sees you stumble from the swamp; he hurries out and assists you into the warm interior of his home. After a hearty meal and a decent sleep – from which you recover 4 points of STAMINA – the marshman takes you in his skiff to the edge of the swamp. The ground slopes up into some low hills, which are crisscrossed by numerous goat-trails. You could either head up into the craggier part of the hills (turn to **167**), or stay on the lower, more rolling slopes (turn to **429**).

293

Eventually you come to a wide, still lake, formed by the River Scamder spreading across an extremely flat plain. Looking into the clear water, you can see that the lake probably never gets deeper than two or three feet across its entire width. Near by, you see three men standing by a couple of flat-bottomed boats, watching you casually. You need to cross to the northern slope of this lake to continue your journey, so will you simply wade across (turn to **151**) or approach the men by the boats (turn to **13**)?

294

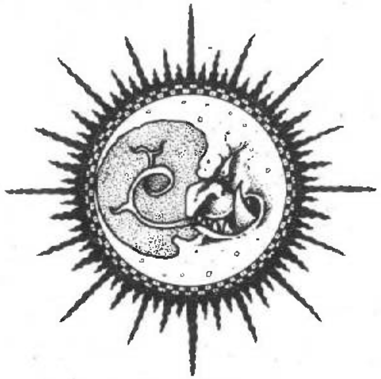
Tell Clovis that you have been killed. Then, if STATUS is 16, tell Clovis to turn to **51**; otherwise, tell Clovis to turn to **473**. Turn to **39**.

295

Tell the other player to turn to **295**. You are overcome by the Rat's insistent jaws. Your adventure is over. Turn to **39**.

296

You find a suitably shady tree to stand behind, and peer around the trunk; it seems that the men are engaged in some type of religious ceremony. A large raven, which had been perched on one of the standing stones, flies over to your tree and, when it sees you, utters a staccato cry: 'Spy, spy!' Instantly, one of the men turns and utters a spell which freezes you where you stand. They approach, lift you on their shoulders and carry you into the circle. A short while later you are sacrificed to their god in a rather bizarre ceremony. Your adventure is over. Turn to **39**.



297

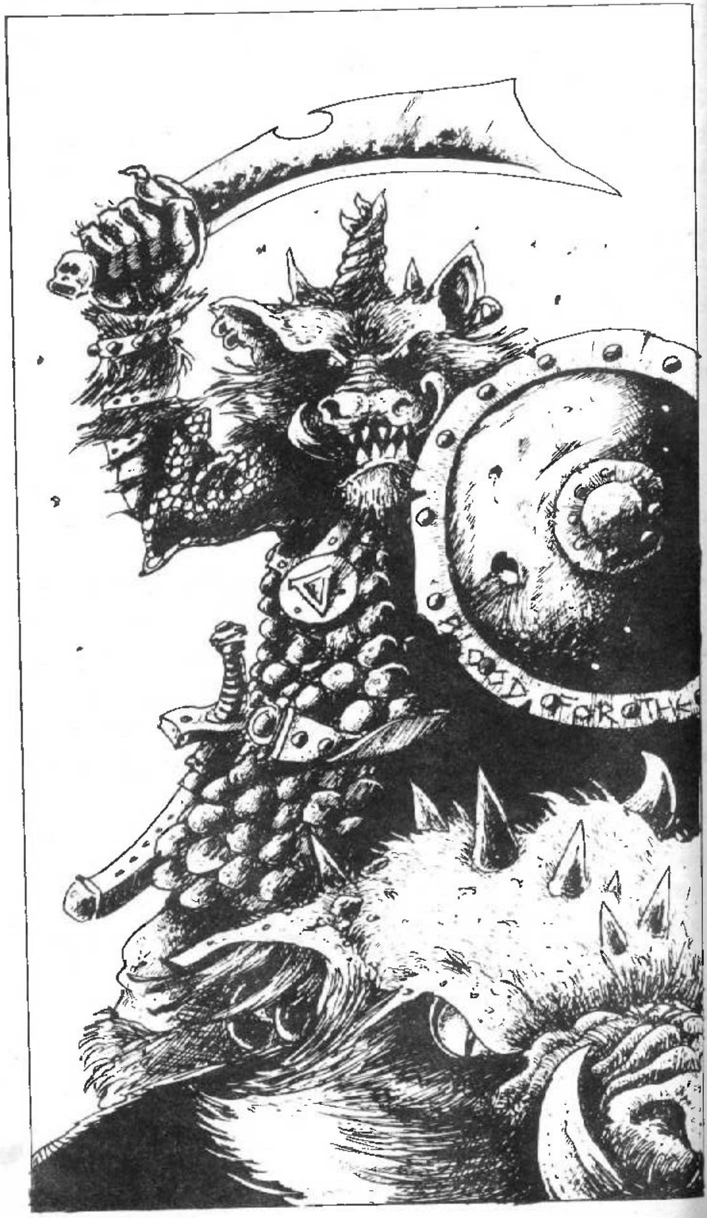
Turn to **479**.

298

The slaver overcomes your brother, thus destroying your last chance of rescue. The caravan moves on, taking you to a life of servitude in foreign lands. Your adventure is over.

299

You offer the viper-headed torc to the chief. He takes it approvingly and slips it over his head. Immediately, the torc comes to life: it twists around the Kobold's neck and sinks poisonous fangs into his throat. With a terror-stricken convulsion, the chief collapses to the floor. The other Kobolds are horrified at this turn of events, and become even more so when the torc suddenly undergoes a further transformation and turns into a twenty-foot double-headed dragon. The room disintegrates into panic as the monster roars and tries to gobble down the nearest Kobolds. Turn to **93**.



300

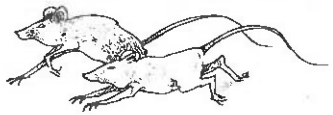
As you approach the main entrance to the villa, two warthog-like guards step into sight, wielding vicious cutlasses. 'More food for the master,' says one. 'He will reward us handsomely,' says the other, licking his lips. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First GUARD	7	6
Second GUARD	7	6

If you defeat them, will you enter the villa (turn to 463), or continue through the hills (turn to **210**)?

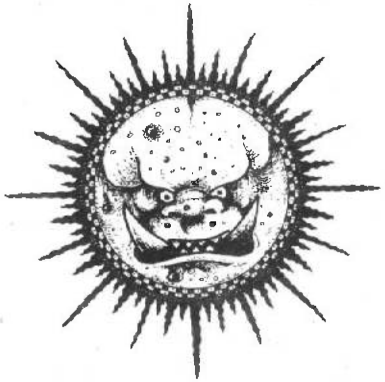
301

With a sharp crack the bar breaks free of its stays, creating a gap large enough for the two of you to pass through. You step outside the cage into the surrounding darkness; there is only one light, burning rather brightly to the left. Talk with Clovis to decide whether you will both approach the light (turn to 354), or move in the opposite direction (turn to 428).



302

The Faeries, upon seeing you, whoop with joy and gather about, forming a laughing, dancing ring around you. One elfin sprite, with a garland twisted in her hair, leaves the ring and approaches on fluttering gossamer wings. She extends her hands towards you, as if asking for a dance. Will you join in the festivities (turn to **274**), or decline the Faerie's offer (turn to **233**)?



303

You and the rest of the crew manage to beat off the attackers. Your Roc picks up speed and continues northwards; eventually the Great Ocean comes into view. The captain, who is unwilling to approach any closer to the coast for fear of further attack, deposits you and Clovis in the wasteland below. Turn to **173**.

304

'Well then,' says the Tax Man, 'I'll just have to take everything you've got.' You realize that as the man has so many ruffians surrounding him, it would be folly not to give him what he wants. Cross *all* the Gold Pieces you have from your *Adventure Sheet* and – if you still have it – your horse, which the Tax Man decides to take to make up for your lack of Gold. You continue along the track on foot. Talk with Clovis to decide whether you will continue to travel together. If you decide to travel together, turn to **383**. If you decide to split up, turn to **318**.

305

You carefully work your way up to the Hydra, take hold of the key-chain and slowly slide it along the sleeping beast's neck. *Test your Luck.* If you are Lucky, turn to **41**. If you are Unlucky, turn to **388**.

306

The stairs wind up into a long, light hall which seems to run almost the entire length of the bridge. As you walk through this dusty, bare room, you are surprised by a gigantic Moth, which drops from the ceiling on to Clovis, and knocks him to the floor. Will you cast a spell on the Moth (turn to **397**) or not (turn to **480**)?

307

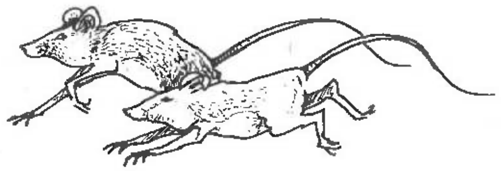
You follow the winding track up a steep slope and then into a rugged, boulder-filled defile. The path disappears, and you have to clamber over house-sized rocks. The going is very rough and, inevitably, you slip: lose 1 point of SKILL for a sprained wrist. You eventually reach two paths. Will you go left (turn to **495**) or straight ahead (turn to **342**)?

308

Your illusion that you are surrounded by half a dozen heavily armed men causes the Imps to swerve in a wild panic. Chattering and screaming in fear and agitation, they fly back into the hidden recesses in the cavern roof from where they came. Turn to **133**.

309

Will you heat the water to boil it away, at a cost of 1 MAGIC point (turn to **374**), freeze the water solid, at a cost of 3 MAGIC points (turn to **434**), or walk on water to the other side, at a cost of 2 MAGIC points (turn to **484**)? If the spell fails, you decide to use the stepping-stones (turn to **187**).



310

The spell fails. Will you wade to the other side (turn to **151**), or pay the puntmen to take you there instead (turn to **245**)?

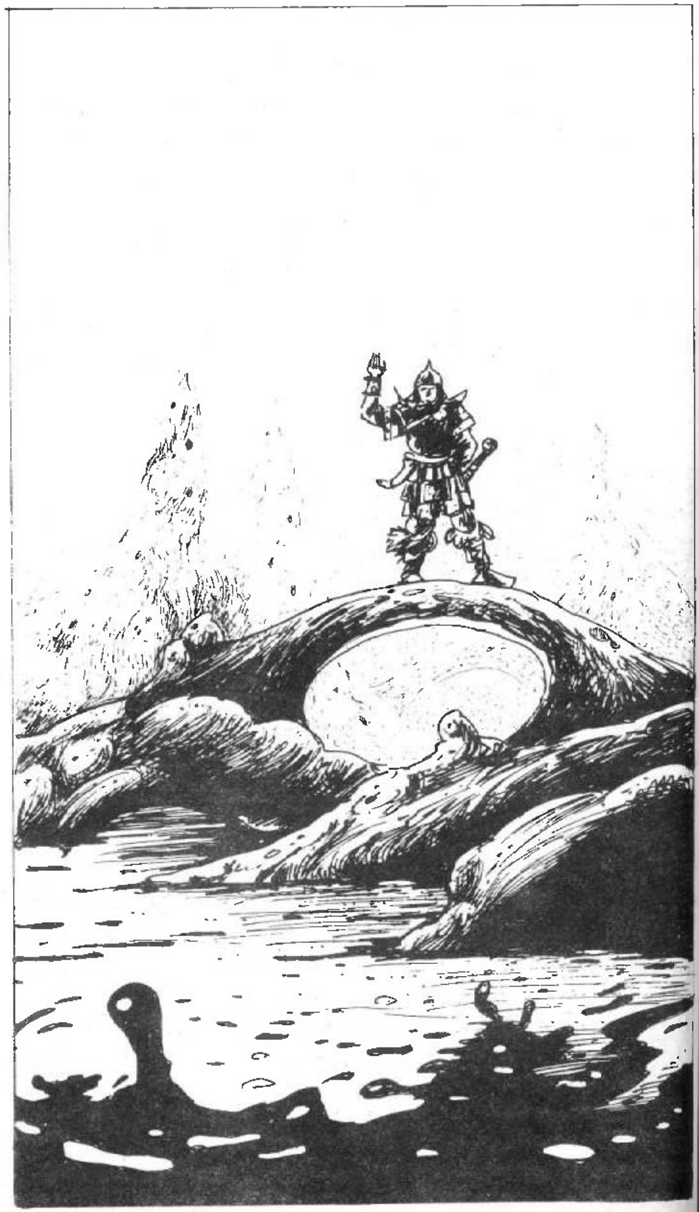
311

Hesitantly, you chew on the flower and swallow the juices. You instantly see the folly of your quest and the absurdity of kingship. Plucking and eating another flower, you seat yourself in the grove which, strangely, no longer looks half as bad as when you first saw it. The sky is marvellously blue, the trees alive, and all is well. You are going to enjoy staying here! Your adventure is over. Turn to **39**.

312

The corridor takes you into a large library where dusty old men look up in surprise from their equally dusty tomes. As you fly low over their heads, you spot two open windows and a doorway. Which will you go through:

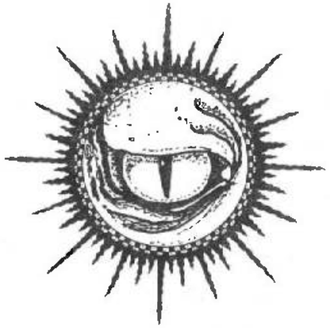
The closest window?	Turn to **95**
The next window?	Turn to **392**
The door?	Turn to **121**



313

On the other side of the cavern, separated from you by the river of lava, is Clovis. You wave and call to each other. Talk with the other player to decide whether:

You will cross the chasm via the rock bridge	Turn to **160**
Clovis will cross the chasm via the rock bridge	Turn to **55**
You will both stay on your respective sides and go your own ways	Turn to **99**



314

Electron informs you that it is a Bolt of Decimation, which will annihilate anything it is hurled against. You may use this device in combat once only, but whatever foe you choose to hurl it at will be utterly and instantly destroyed, regardless of how many STAMINA points it may possess. Turn to **395**.

315

You hurry through the gate and find yourselves in the main part of the Amazons' settlement. You slow down, and creep into the village square, where traders' stalls – all shut and tightly locked – file away into the darkness on either side. Behind one small wooden structure you come across a wicker basket, a large box, and a Unicorn in a cage. The Unicorn, large tears rolling down its long face, begs you to set it free. Talk with Clovis to decide what to do. Will you:

Set the Unicorn free?	Turn to **147**
Look in the wicker basket?	Turn to **32**
Look in the box?	Turn to **417**

316

You may cast a Battle Spell if you wish.

TROLL	SKILL 9	STAMINA 10

If you defeat the monster, turn to **411**.

317

The captain, desperate to lighten his bird so as to increase speed, sends you and Clovis overboard down long ropes to the desert sands hundreds of feet below. Once safe on the ground, you watch the two birds race away over the horizon. Turn to **291**.

318

You strike out into the forest alone, following a faint goat-track. Eventually the forest thins out on one side of the path, allowing you to see some craggy hills a few miles away. Will you continue along the path (turn to **257**), or head towards the hills (turn to **167**)?

319

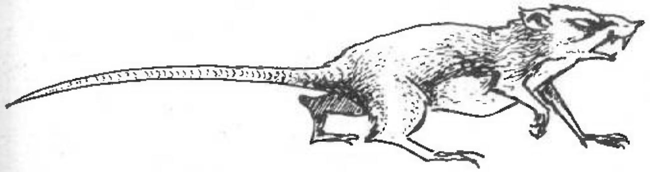
You cast your spell and leap overboard into the sea. You keep close to the stern of the merchant ship, waiting for the corsair to finish its business and leave. Unfortunately, your intrusion into the sea has roused the interest of the local denizens – notably a large grey shark which, deciding you are probably edible, proceeds to attack. You defend yourself.

SHARK	SKILL 10	STAMINA 6

If you defeat it, turn to **384**.

320

The tree slows its crushing and then gives you space to scramble out of the hollow trunk and up to the Wood Sprite's home. Turn to **476**.



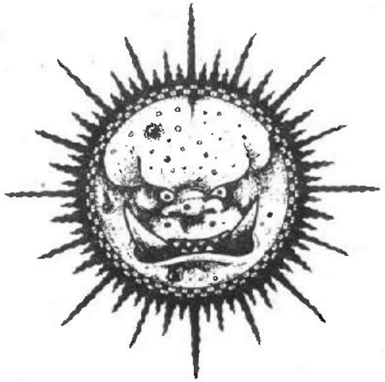
321

Your spell takes immediate and spectacular effect: it sends waves of panic through the lines of slaves and spurs the trader to urge his porters to pass you as quickly as possible. The whole caravan moves on through the hills and disappears from view. Turn to 453.

322

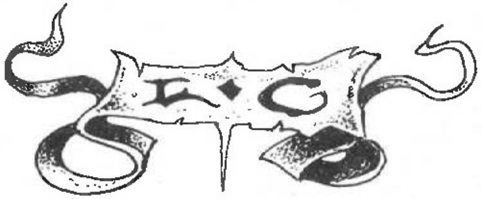
The two of you creep up to the bushes and peer through: you see a pair of Leprechauns standing at the foot of a rainbow arguing in a rather nonsensical way. They don't seem to have noticed either of you. Talk with Clovis to decide what to do. Will you both:

Try to capture both Leprechauns?	Turn to 285
Try to capture just one of the Leprechauns?	Turn to 268
If you have any wine, approach the Leprechauns in a friendly manner?	Turn to 240
Ignore the Leprechauns and make a dash for the rainbow?	Turn to 204



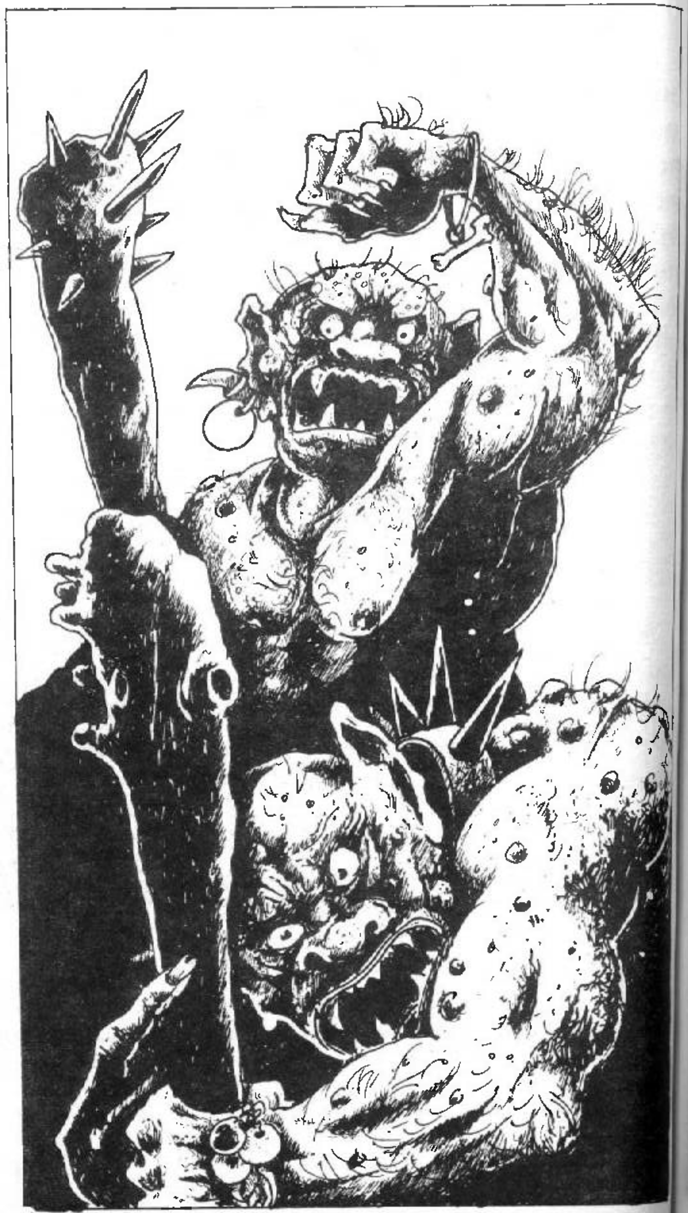
323

The old fellow bids you goodnight, promising to fill you in on all the necessary details about Orcmoot in the morning. You retire to your own rooms. Talk with Clovis to decide your next course of action. Will you meet the old monk together in the morning (turn to 471), or ignore his offer of advice, split up, and make your own ways towards Orcmoot (turn to 379)?



324

You offer the tree sap to the Kobold. He looks at it warily, reads the label with some difficulty, and then throws it back in your face. 'Human, you insult me,' he sneers. Then, turning to his bodyguard, he says, 'Put him to death. We'll have him for dinner.' Will you fight your way out of this situation (turn to 46) or, if you haven't already, cast a spell (turn to 211)?



325

You part from Clovis with a wave and call 'I'll meet you in three days at the toll bridge over the Scamder!' Riding away into thick forest, you lose sight of both Clovis and your ancestral home. For the first two days your journey is uneventful but, when you wake on the morning of the third, you find yourself confronted by two very ugly and brutish Ogres. ''Ere, give us yer money,' they say, brandishing bulky clubs. Will you fight these two creatures (turn to **363**), or attempt to fool them into helping you against Clovis (turn to **391**)?

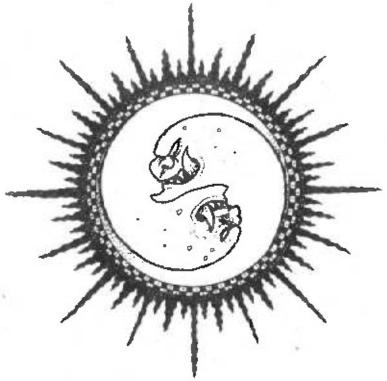
* * *

326

The vent in which you stand suddenly fills with steam, then boiling water which spews out of the hill's volcanic interior and into the rock-pool – taking your broiled body with it. Your adventure is over. Turn to 39.

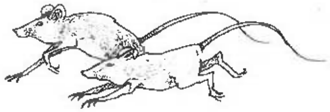
327

'Then so you shall be,' she says, making magical signs in your direction. In an instant, the chamber vanishes, and you find yourself in a large cavern filled with all the creature comforts that royalty such as yourself could ask for. Looking closer, however, you find there are no exits. You are safely ensconced with a lifetime's food and drink in a bubble miles below the surface of the earth. Your adventure is over. Turn to **39**.



328

The man looks at what you have drawn, rubs th two symbols out, and stands again. 'Which of thes two heavenly orbs is the Master and which th Queen?' he asks. What will you answer: that the su is Master and the moon Queen (turn to **430**) or th other way round (turn to **452**)?



329

Change ACTION to 28. Stay on this page until STATUS changes.

If STATUS changes to 1	Turn to **96**
If STATUS changes to 9	Turn to **142**
If STATUS changes to 10	Turn to **289**

330

A great shudder runs through the tree as your spell saps its strength. Roll three dice. If the result *exceeds* your STAMINA, turn to **126**. If the result is *equal to or less than* your STAMINA, turn to **5**.

331

You cast the spell. *Test your Luck*. If you are Lucky, turn to **76**. If you are Unlucky, turn to **364**.

332

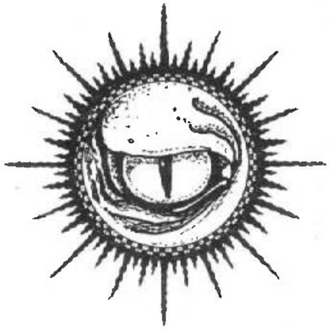
As you look into the grey face, you suddenly see a vision of Clovis opening a large wicker basket from which leaps a weird and frightening beast. Half bird, half reptile, its venomous and darting gaze is so terrible that the two of you are instantly reduced to dust. The vision ends and the child retreats. Turn to **496**.

333

When you open the box, half a dozen little serpents lunge out and bite you on the arms: roll one die and deduct the result from your STAMINA. You shake them off and slam the box shut. Turn to **373**.

334

You receive a sudden and convincing vision that the arch spanning the chasm will collapse if walked upon. Turn to **313**.



335

When you approach the bat, its eyes flick open, penetrating you with a fiery red glare which saps your will: lose 4 MAGIC points. You stagger away from the beast and flee the garden through a side-door. Turn to **288**.

336

You proceed out of the chamber via a smoothly finished tunnel, which heads deeper into the reef. Turn to **410**.

337

The passage extends for only a short distance before ejecting you into the Wight's inner sanctum. The monster, well over ten feet tall and pale as death, springs to its feet when you appear and rushes to the attack.

WIGHT	SKILL 10	STAMINA 6

If you defeat it, turn to **89**.

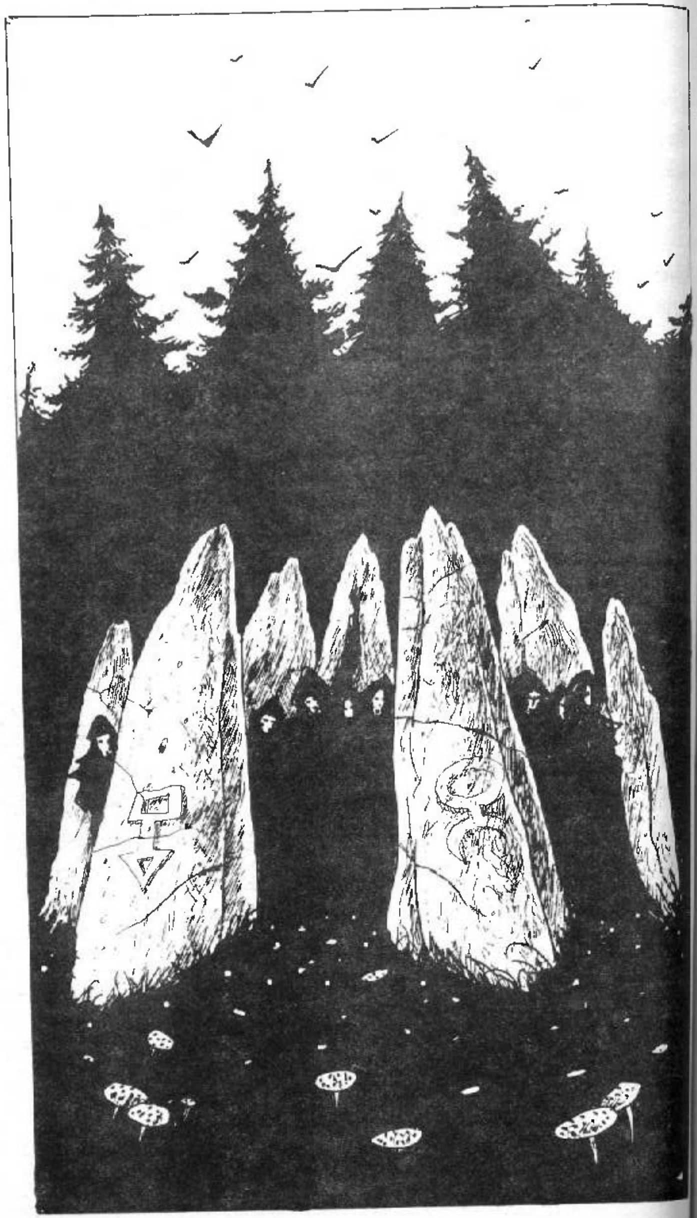
338

After defeating the retainers, you rush from the poorly manned castle into the surrounding wasteland. Turn to **180**.

339

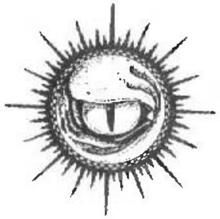
The corridor takes you back into the feast-room from which your flight began. The guests scream with fright at your entrance; many try to hide under nearby rugs. Which of the room's three exits will you take:

The window?	Turn to **95**
The large door?	Turn to **121**
The small door?	Turn to **135**



340

You follow the path for several days, always remaining in thick forest. On the morning of the fourth day you see a wide, circular clearing with standing stones in a large ring; in the centre of this ring you can make out the figures of a dozen or so hooded and robed men. Will you remain hidden to watch these men (turn to **296**) or approach them instead (turn to **251**)?



341

The spell works beautifully. 'Friend,' says the chief, 'what are you doing on the floor? Come, rise to your feet and proceed through my kingdom as if it were your own.' His henchmen, however, are less than pleased at this transformation. 'Fool!' they snap, forcing some sense into him. 'Can't you see he's worked some magic upon you?' The chief Kobold, recovering his wits, looks down at you in a rage. Will you fight your way out of this situation (turn to **46**) or, if you haven't already, offer tribute to the chief (turn to **141**)?

342

The track winds through a copse until you have lost all sense of direction. When you emerge from the trees, will you go right (turn to **437**) or left (turn to **495**)?

343

You follow the right-hand passage down until your way is blocked by a tree-root which, though running down the side of the tunnel, makes the already narrow passage much tighter still. You may both be able to squeeze through, but the risk of becoming trapped is great. Talk with Clovis to decide whether Clovis should chop the root away with his sword (turn to **98**), or you should both squeeze past it (turn to **146**).

344

Change ACTION to 35. Stay on this page until STATUS changes. If STATUS changes to 1, turn to **86**; if STATUS changes to 15, turn to **265**.

345

You may cast a Battle Spell if you wish. Talk with Clovis and fight the battle together, each attacking the Troll one at a time in alternate combat rounds.

TROLL	SKILL 9	STAMINA 10

If you defeat the Troll and Clovis is alive, turn to **48**; if you win, but Clovis is dead, turn to **411**.

346

After several days' travel, you are amazed one afternoon by the sight of two huge Rocs battling in the sky. Each has a human pilot strapped to its back, and soldiers, who are shooting arrows at one another and their opponents' bird. Presently, one of the Rocs breaks off the engagement and flies away towards the horizon. The other slowly comes to land; air sailors slide down long ropes to the ground. When you approach, you are greeted by an anxious-looking officer, who offers the two of you free passage to the edge of the desert in return for your acting as temporary crew, since several of his men have been killed. Talk with Clovis to decide whether you will both accept the offer of air travel (turn to **241**), or decline and continue on foot (turn to **291**).

347

The slaver, following his henchmen, uncoils a long silvery rope which he throws into the air, crying, 'Slavegrabber, take him. Catch him quickly!' In response, the magic rope darts forward, forming loops to ensnare you. During each combat round, roll one die. If the result is 6, turn to **466**; otherwise, continue with the next combat round. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First HENCHMAN	8	4
Second HENCHMAN	7	4
SLAVE-TRADER	6	4

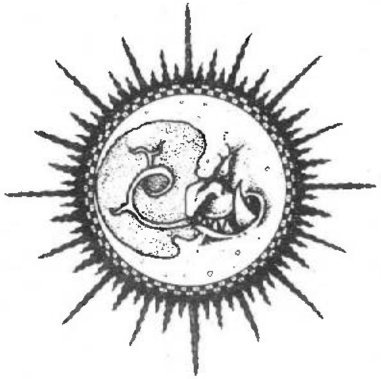
If you defeat them, turn to **402**.

348

The publican is alert to your presence, yells a warning to his wife, and intercepts Clovis in mid-flight with a thrown cleaver: Clovis drops like a stone into the cauldron. With your brother out of the way, the two innkeepers turn their malevolence upon you. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
PUBLICAN	9	6
WIFE	7	4

If you defeat them, turn to **261**.



349

You throw the gem out into the lake, towards the birds. It turns over and over, sparkling in the sun, before hitting the water and sinking from view. The birds go crazy over the trinket, and dive headlong into the water, fighting one another for possession. Having well and truly distracted them, you manage to slip quietly past. Turn to **273**.

350

The two of you secure yourselves in the barrels just before twenty or so Gremlins stream in from the passageway and stop by their fallen comrades. Watching through a plug-hole, you see an angry scuffle break out, as the head Gremlin chastises his minions for the deaths of their comrades. Finally, one of the creatures is hurled against your barrel, and knocks it over. You roll down the loading-ramp before being ejected into the river, leaving Clovis in the fortress-bridge. You drift for a number of leagues, and eventually land on the southern bank of the Scamder. You extricate yourself from the barrel and follow a rough track along the river. Turn to **293**.

351

The one-clawed woman is pleased with your answer and bestows her blessing upon you: restore your LUCK points to their *Initial* score. The other crones, not so happy with your choice, leap from their boulders. One glares at Clovis, while the other bites you with her single tooth: lose 2 points of SKILL. Turn to **389**.

352

The Imps, who never sleep anyway, are quite immune to your spell. They continue their dive towards you. Turn to **80**.

353

The track leads through the forest for a few leagues before bringing you face to face with a colossal two-headed Giant. 'Halt!' say the heads together, as the Giant drops a tree-sized club across your path. 'To pass, you must tell me how many brains I have.' Talk with Clovis to decide how you will answer. If you answer 'One brain', turn to **464**; if you answer 'Two brains', turn to **483**.

354

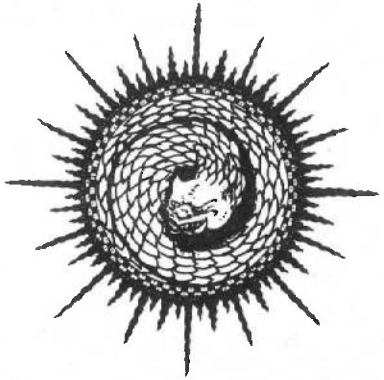
As you approach the light, you see several heavily armed Amazons standing guard near the compound gates, keeping warm beside a large fire. Talk with Clovis to decide whether you will both sneak past these guards and head for the gate (turn to **488**), or retreat back into the darkness to look for another way out (turn to **428**).

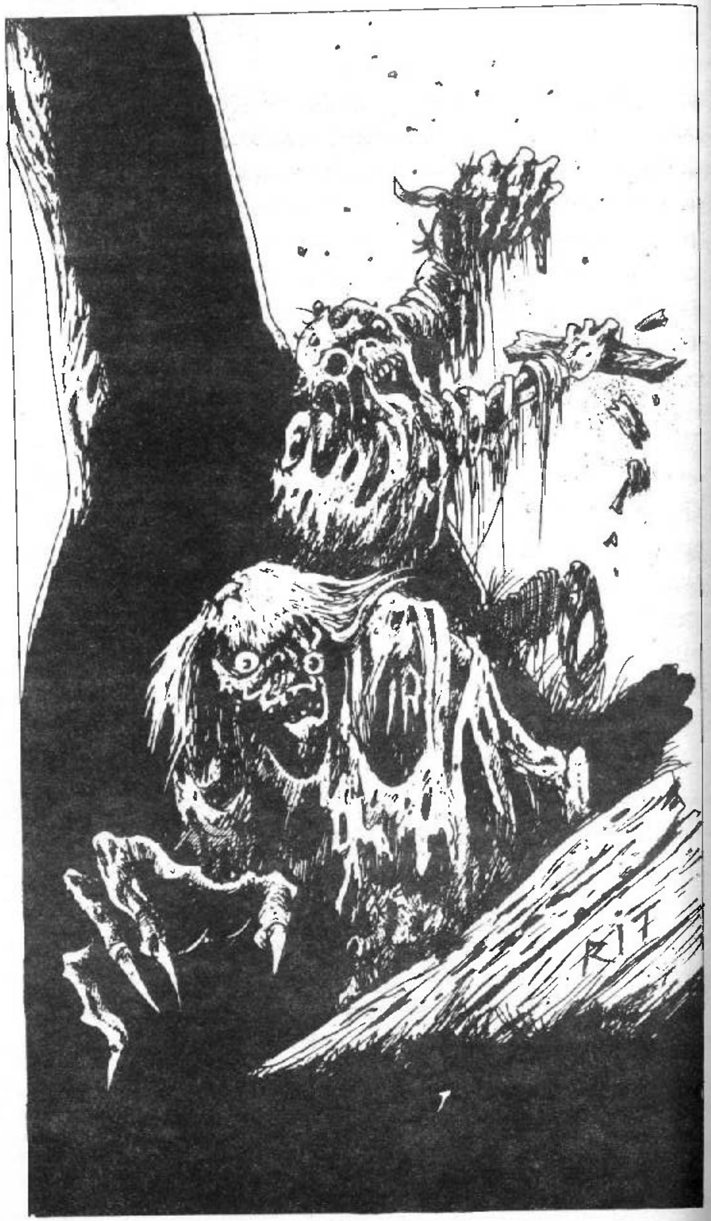
355

Fortuitously, you land on a large lump of cool basalt which is floating down the side of the lava stream. At your feet, lying in a shallow crack, is another Power Stone, which you add to your collection. You jump from the basalt to the smoking shore, and find a path leading to and from a narrow hole. Will you follow the path into the hole (turn to **449**) or away from the hole (turn to **398**)?

356

Will you fly away from both vessels, at a cost of 3 MAGIC points (turn to **191**), raise a Shade to attack the corsair's captain, at a cost of 1 MAGIC point (turn to **266**), or give yourself the power to breathe in water, then leap overboard, at a cost of 2 MAGIC points (turn to **319**)? If the spell fails, you will have to surrender to the pirates (turn to **20**).



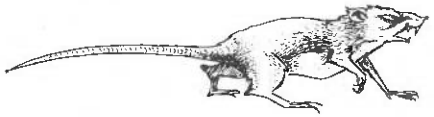


357

The graves have not been filled in and, when you toss a bit of the covering timber to one side, you see that each is already occupied by a corpse. Dead eyes flick open and grey skin flexes, as the two men, now Zombies, stagger to their feet, crawl out of their graves and launch themselves at you. Talk with Clovis and fight the battle together, each attacking one of the Zombies. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First ZOMBIE	7	10
Second ZOMBIE	7	10

If you defeat them and Clovis is alive, turn to **11**; if you win, but Clovis is dead, turn to **63**.



358

The trees are about twenty feet high and covered with pink, many-petalled blooms, each as big as a fist. Will you eat one, as those around you are doing (turn to **311**), or put some in your pack and press on with your journey (turn to **451**)?

359

The doorway takes you into a small room occupied by none other than the Djinn himself. Screaming in rage at the sight of you, he hammers a large fist into the side of your face. Lose 2 points of STAMINA. Though dizzy, you can see two open doorways to make your escape through. Will you take the left-hand doorway (turn to **121**) or the right-hand one (turn to **135**)?

360

Tell Clovis to turn to **360**. The spell takes immediate effect: it shrinks and changes the Moth into a tiny fieldmouse which scurries away into a crack in the stonework. Turn to **202**.

361

You cast your spell, but without any obvious effect. 'Fool,' gurgles the Nightmare, shifting its massive black wings restlessly, 'you demean your royal heritage by attempting such a shabby trick. You will not be king.' Turn to **404**.

362

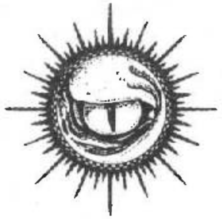
The Djinn evaporates as you deal the death-blow; his terrified guests stampede from the room. A strange feeling of strength comes over you with the defeat of this powerful supernatural being: from now on, whenever you are permitted to cast a Battle Spell, you may cast *two* Battle Spells (although you must pay the necessary MAGIC points for both spells). The captives, now free, present you with what they observed to be the Djinn's source of power – a gold ring engraved with a single '8'. You take this, leave the villa and continue through the hills. Turn to **453**.

363

You fling your cloak back and prepare to cast a spell. The Ogres are too quick, however; they lash out at you with their massive clubs and spoil your concentration. You are forced to take up your staff to defend yourself. Count both of them as being one opponent in this battle.

OGRES	SKILL 9	STAMINA 8

If you are defeated, turn to **122**. If you win, turn to **254**.



364

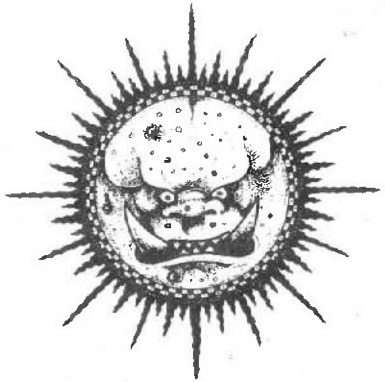
Something goes dangerously wrong with the spell: the Hydra, instead of shrinking into something harmless, sprouts another six heads alongside the three it already possesses. Woken quite rudely by this transformation, it looks around, sees you, and attacks in a rather foul temper. You may cast a Battle Spell if you wish.

NINE-HEADED HYDRA SKILL 12 STAMINA 12

If you are killed by the monster, turn to **294**. If you defeat it, turn to **41**.

365

Tell the other player to turn to 365. Finding nothing else in the nest, you return to the cellar and Clovis. The two of you head for the door. Stay on this page until given instructions by the other player as to where you should turn to.



366

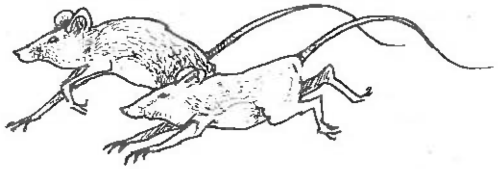
After leaving the grove, you head into a dry wasteland which soon turns into a formidable desert of red dunes and tumbleweed. A dim column of smoke rises from behind a slope only a short distance away. You proceed cautiously towards this, until you reach the crest and look down into a shallow dell – and see none other than Clovis, who is busy cooking himself dinner. Reunited once again, you make plans to cross the desert together. You could follow what seems to be a well-worn but circuitous track, or head more directly across the dunes using your own reckoning. Talk with Clovis to decide whether you will follow the track (turn to **462**), or head directly north across the dunes (turn to **401**).

367

Change ACTION to 27. Stay on this page until STATUS changes. If STATUS changes to 1, turn to **2**; if STATUS changes to 7, turn to **27**.

368

You approach the right-hand door, but, before you can reach it, it swings open to reveal Clovis. On his face is a look of triumph, and in one of his hands, sparkling as they do only when in the possession of a rightful king, is one of the blue Sacred Gems of Gundobad. Clovis will be king – not you.



369

After loading a number of crates on board, the ship puts out to sea, carrying you from Peleus' kingdom towards Orcmoot. On the second night out, however, disaster strikes: a ferocious squall breaks out and drives the merchantman against a reef, which rips its hull open and spills all aboard into the ocean. Luckily, you manage to drag yourself on to a single sharp finger of rock, but you are the only survivor. Your position is precarious, however. Will you cast a spell which allows you to breathe in water (at a cost of 2 MAGIC points) and swim towards where you *think* the shore is (turn to **137**), or simply wait on the rock for the foul weather to abate (turn to **56**)?

370

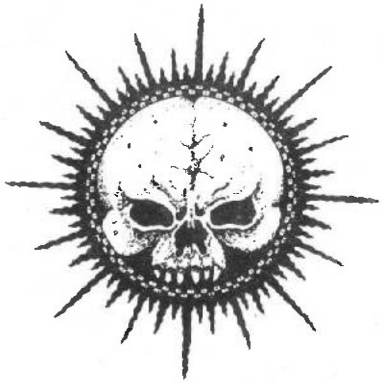
As soon as you approach the caravan the trader divines your intentions and sets his henchmen on to you. The two brawny thugs, each bearing a long knife and a twisted club, advance menacingly. Turn to **347**.

371

The Troll takes your Gold Pieces (cross them from your *Adventure Sheet*) and allows both of you to cross the bridge without hindrance. Turn to **418**.

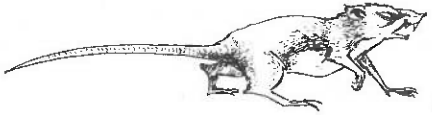
372

Tell Clovis to turn to **372**. The stakes shrink, but remain firm in the ground. Before you have time to cast another spell, the Sand Piranha are upon you; they eat into your unwilling flesh with surprising rapidity. Within minutes, the two of you are reduced to mere bones. Your adventure is over.



373

Suddenly, a large number of Amazon warriors sweep down on you. In the brawl that follows you become separated from Clovis. You escape through the back streets of the village and out into the hills. For several days you struggle through the wilderness that surrounds the Amazon camp before stumbling, quite accidentally, across a rough road. Here you meet with a couple of suspicious peasants who inform you that the road leads to the port of Kalamdar, several leagues to the north. You decide to head for this town. Turn to **227**.



374

The pool boils at a furious rate under the influence of your spell, sending clouds of steam billowing into the sky. The water-level, however, does not diminish. You decide to use the stepping-stones. Turn to **187**.

375

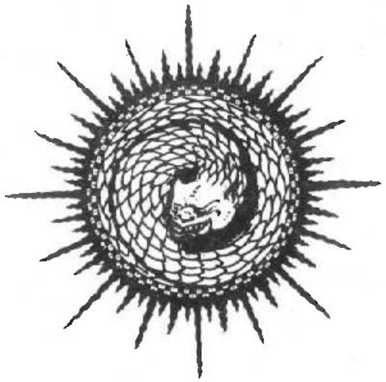
The room, under the influence of your spell, undergoes a rapid and startling transformation. The ceiling collapses, the floor rises and the walls swing in and out – reducing the Kobolds to a state of complete panic. Turn to **93**.

376

Leaving Clovis's body behind, you open the gate and sprint away into the night. For several days you struggle through the wilderness that surrounds the Amazon camp before stumbling across a rough road. Here you meet a couple of suspicious peasants who inform you that the road leads to the port of Kalamdar, several leagues to the north. You decide to head for this town. Turn to **227**.

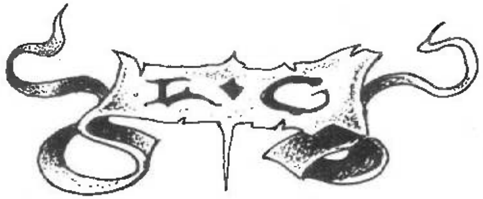
377

You leave the path and push your way through the untamed wood towards the music. After a few hundred yards the voices become clearer, and then, almost without warning, you are on the edge of a small clearing populated by several dozen Faeries singing and dancing hand in hand in concentric rings. The tiny folk are unaware of your presence, and continue their merrymaking. Will you enter the clearing (turn to **302**) or return to the path (turn to **340**)?



378

The garden contains a single species of tree, whose strange white fruit hangs in large bunches close to the ground. You may take some of this fruit if you wish. Hanging from a branch of one of these trees, you see an oddly formed bat. It is asleep, but its tremendous size and manlike features are distinctly disturbing. Will you take a closer look at this creature (turn to **335**), or leave the garden via a side-door (turn to **288**)?



379

You leave Clovis behind in the inn and proceed up into the mountains, following a track which soon divides into two. Will you take the left (turn to **405**) or the right path (turn to **437**)?

380

The Demon, obviously displeased with your answer, snatches you with several of its tentacles. 'I will take you there,' it hisses, 'so you may count them!' You are flung screaming into one of the monster's mouths: your days on earth are over. If STATUS is 20, tell the other player to turn to **44**.

381

Clovis, having vanquished the slaver, sets you and the other slaves free. Talk with Clovis to decide who should keep the slaver's magic rope. Then turn to **25**.

382

The man you approach smiles dreamily at your questions, as if you were hardly there. All he will tell you is that the flowers, once ingested, give the eater unlimited powers of perception and control. 'This is paradise,' he says, 'but you cannot see it . . . yet.' He plucks a bloom and offers it to you. Will you eat the flower (turn to **311**), or leave the grove and press on with your journey (turn to **451**)?

383

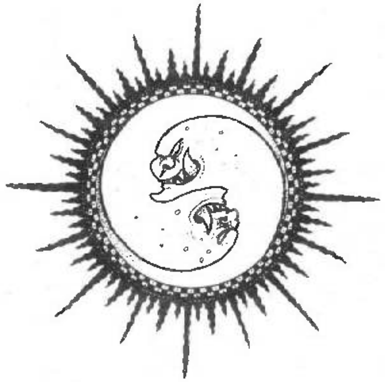
The path continues through the forest; it finally reaches, but skirts, a series of low hills. Talk with Clovis to decide which way you will both go. Will you continue along the path (turn to **214**), or climb into the hills (turn to **420**)?

384

Having repulsed the Shark, and noticing that the corsair has pulled away from the merchantman, you surface and climb back on board, much to the surprise of captain and crew. Turn to **237**.

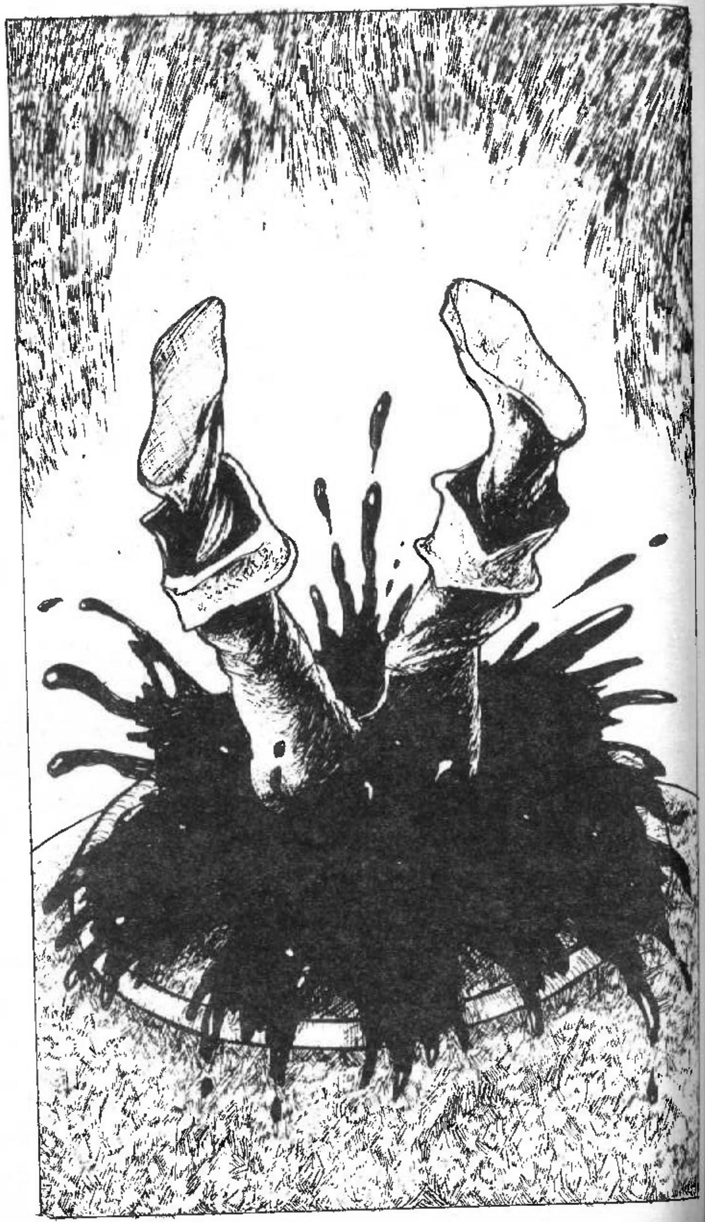
385

The Nightmare considers the conch without touching it. 'You will be king,' it says, relinquishing its grip upon you, 'if you possess the answer to the rest of this riddle.' It passes you a tiny ring which is inscribed with the word 'PITS'. The creature vanishes in a roar of black flames, leaving you to make your way to the other end of the hall. Behind the altar, flanked by a pair of stone griffons, are two large doors. Will you go through the left-hand door (turn to **477**) or the right-hand door (turn to **31**)?



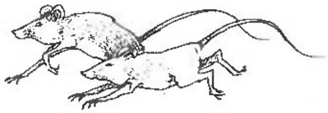
386

Will you jump across to the other side, at a cost of 1 MAGIC point (turn to **400**), fly across to the other side, at a cost of 3 MAGIC points (turn to **423**), walk on water over the lake, at a cost of 2 MAGIC points (turn to **440**), or make the puntmen tell the truth about the lake, at a cost of 1 MAGIC point (turn to **472**)? If the spell fails, turn to **310**.



387

Clovis swings from the chandelier, plants a foot neatly between the publican's shoulder-blades and tips him into the boiling cauldron where, with a short scream, he slides from view. Meanwhile, you successfully tap his wife into the roaring oven, to join her human pies. A successful spot of heroism over, you retire to the corridor and climb the stairs. Turn to **12**.

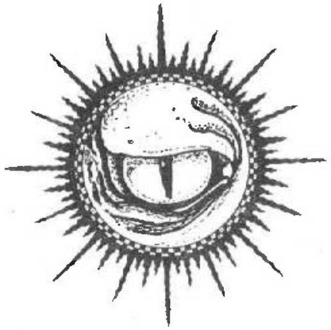


388

The monster awakens, six eyes on three heads blinking into consciousness. When it spots you close by, it raises itself to its full height, then pounces. You will have to fight it. Turn to **487**.

389

The old women vanish in a cloud of vapour. When this mist clears, you find that not only has Clovis disappeared, but that you have been mysteriously transported to a narrow path, which winds through a thick forest. Turn to **257**.



390

With desperate strokes, you head for the finger of rock. But you are too slow, and you feel the awful sensation of shark teeth ripping into your legs. Without even time to scream, you are dragged under in a flurry of blood-flecked spume. Your adventure is over. Turn to **39**.

391

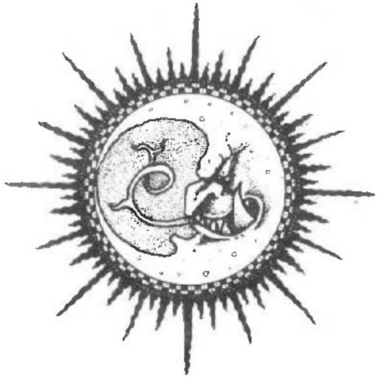
'Wait, good fellows,' you say. 'I am but a poor traveller, recently robbed by another.' They raise their eyebrows. 'What? In *our* forest?' they say, aghast. 'We can't have that.' You continue: 'Yes, but I know where the culprit can be found and, if you gentlemen will agree not to beat me, I'll give you my one remaining Gold Piece to get him. Just so that justice will be done, you understand?' *Test your Luck*. If you are Lucky, turn to **467**. If you are Unlucky, turn to **436**.

392

The window takes you outside the villa. You eventually come to rest in a sheltered dell several miles away. The rescued captive, grateful for his release, gives you a gold ring that he managed to snatch from the Djinn just as you pulled him on to the carpet. It is quite plain, apart from a small engraving of the number '8' on one side. You say goodbye, roll up your magic rug and continue through the hills. Turn to **453**.

393

You avoid the clumps of moss and step warily into the cavern. A series of loud screeches and the sound of fluttering wings fill the air. You look up to see a dark flock of Stygian Imps diving down – a mass of leather wings, fangs and lithe limbs. Will you stand and fight (turn to **80**), or cast a spell upon your attackers (turn to **168**)?



394

Will you shrink the sack you are in, at a cost of 2 MAGIC points (turn to **15**), create an illusion that the sack is empty, at a cost of 2 MAGIC points (turn to **57**), or rot the sack, at a cost of 3 MAGIC points (turn to **94**)? If the spell fails, turn to **425**.

395

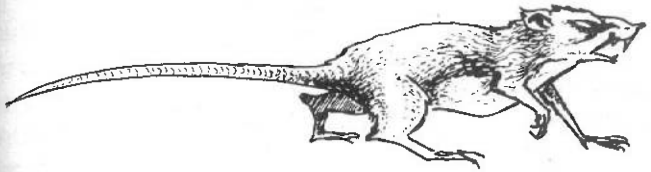
Electron vanishes back into the stormy sky. As you walk through the hills you notice, on top of a nearby peak, a large white villa with numerous spires. Will you climb up to this dwelling to seek directions (turn to **300**), or continue through the hills without aid (turn to **210**)?

396

You find yourself in yet another long tunnel. After a few hours, you stumble into a small cave, which is dimly lit by guttering torches and filled with smoke. Two Hobgoblins are standing guard over a couple of men, who are staked to the ground by the arms and legs; they are quite immobile and possibly even dead. You have no choice but to fight your way out of the situation: turn to **459**.

397

Will you turn yourself invisible, at a cost of 1 MAGIC point (turn to **270**), transform the Moth into something harmless, at a cost of 3 MAGIC points (turn to **169**), or set fire to the Moth, at a cost of 1 MAGIC point (turn to **66**)? If the spell fails, turn to **480**.

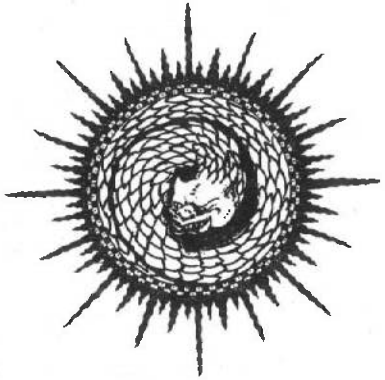


398

You enter a long, twisting corridor which eventually leads you into a subterranean hall. Huge buttresses tower up towards the ceiling which, like the rest of the room, is carved from some non-reflective black stone. At the end furthest from you is a low altar. A dark form, terrifying in shape and size, materializes before you, extends a massive three-toed claw and seizes you around the waist. Hellish black flames curl about its body as it speaks. 'You seek to be king,' it croaks through a lipless mouth, 'but do you have that which will give the land your strength?' Will you offer this supernatural being a gift from your pack, to keep it calm (turn to **194**), or overcome it with a spell (turn to **64**)?

399

You edge down the tunnel – but suddenly slip on the floor, slide out into a void and fall hundreds of feet down a deep chasm. Your adventure is over.



400

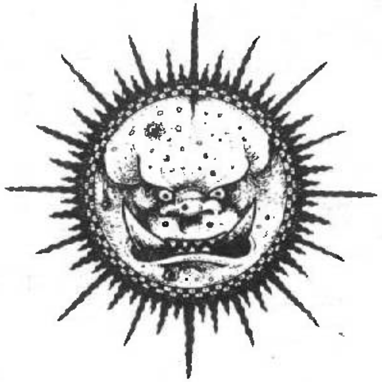
You take a mighty leap into the air, and nearly reach the northern shore of the lake. When you land in the water, however, you are immediately attacked by the invisible fish which, as promised by the punt-men, are exceptionally venomous. You succumb to their poison. Your adventure is over. Turn to 39.

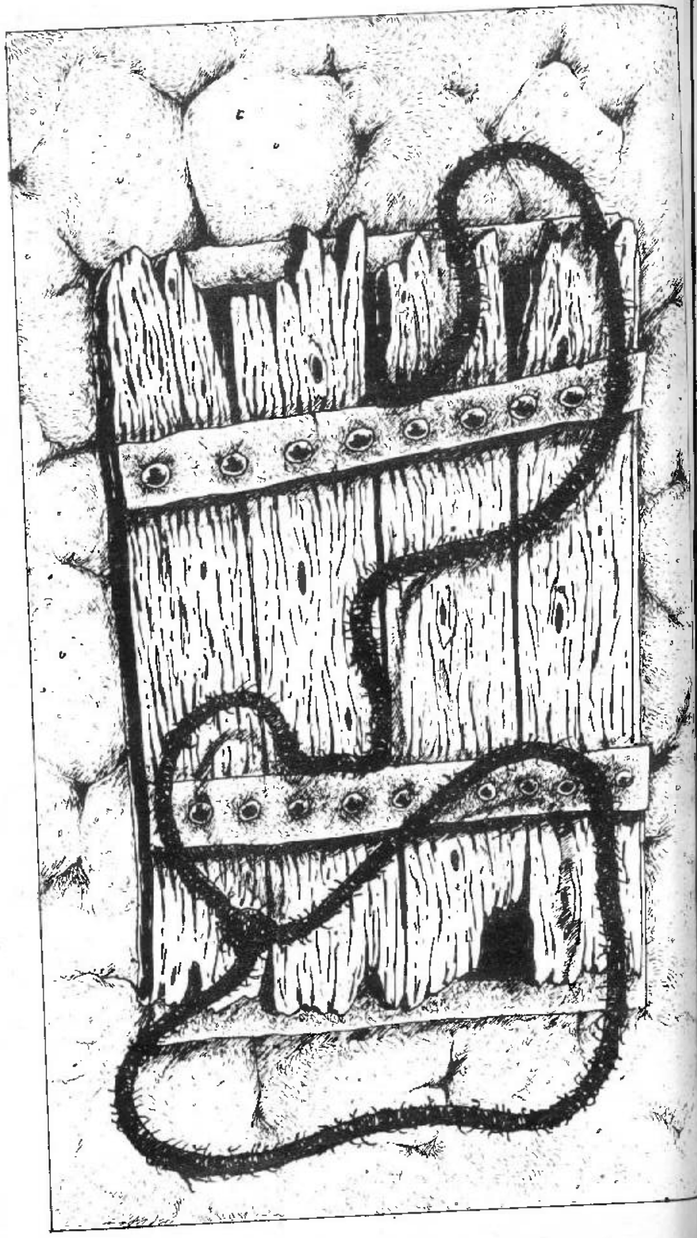
401

The two of you strike out across the rolling dunes, wading through thick, burning sand on the peaks and wiry grass in the valleys. The sky hazes over, making it difficult to tell in which direction you are moving. Soon, the relentless heat and lack of water take their toll, and you both collapse from heat exhaustion: roll one die and deduct the result from your STAMINA. While you are resting in the shade at the base of a dune, you see a vague path winding through the tough grass. You decide to follow this. If the heat has killed Clovis, turn to **10**; otherwise, turn to **462**.

402

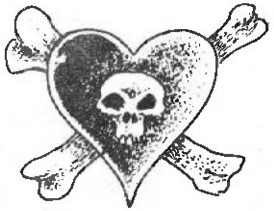
With the defeat of the slaver, you set all his captives free and (if you wish) claim his magic rope. Turn to **453**.





403

You creep up to the window and prepare to cast a spell. Without warning, a loop of wire flies out of the top of the shutters, slides down some large cracks in the woodwork and snares your neck. It tightens and pins you against the shutters. Inside the hut, you can hear Clovis fighting desperately with several creatures. If he defeats them, he will tell you which page to turn to; otherwise, you are killed by the victorious occupants of the hut.



404

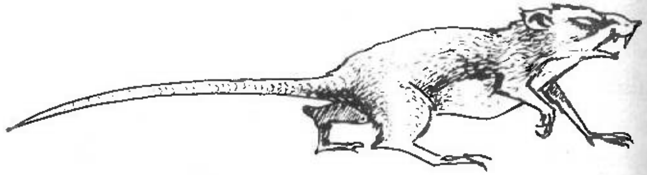
The Nightmare, impatient for a suitable answer, crushes you to death before you can do anything to save yourself. Your adventure is over. Turn to **39**.

405

After following the winding path for a few leagues, you are surprised by a large boulder which comes crashing past – grazing your arm: lose 1 point of SKILL. A short while later, the path divides again. Will you take the left branch (turn to **342**) or the right (turn to **271**)?

406

When you look into the grey face, you see a clear vision of yourself staggering through a gas-filled marsh, pursuing a distant light. Suddenly, you see yourself fall into a deep bog, struggle briefly, then slide from view. Turn to **496**.



407

The monster's heads sneer at you as one. 'The price is your life,' they say. 'I will destroy you as I do all the others.' You will have to fight it. Turn to **487**.

408

The Unicorn completely heals you: return your STAMINA to its *Initial* score. Turn to **373**.

409

You wave your staff, leap over the surprised guests and launch yourself at the Djinn. You may cast a Battle Spell if you wish.

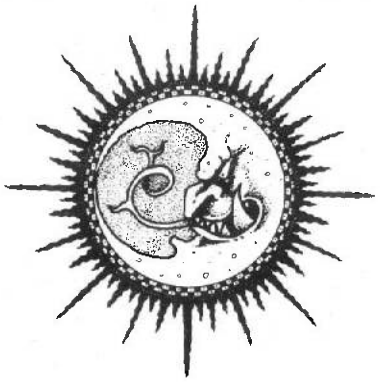
DJINN SKILL 12 STAMINA 10

If you defeat him, turn to **362**.

410

After only a short while, you emerge into another chamber; this one is occupied by a Mermaid, who is bedecked with sea garlands, and holds a large conch under one arm. 'Stranger,' she says, smiling amiably, 'you seek the conch. Look closely and then tell me: how many spirals did the shellfish build to make its home?' She holds the seashell forward for you to see. What will you answer:

Zero spirals?	Turn to **97**
One spiral?	Turn to **117**
Two spirals?	Turn to **144**



411

Having defeated the Troll, you decide to search his hovel. When you enter the tiny lice-infested shanty, you discover that the Troll was a great collector: all the walls are lined with shelves and all the shelves are full of junk. Just about everything in the room is useless, but you do find a small chest with an intricately worked latch. Will you open the chest (turn to 139) or leave it alone (turn to 72)?

412

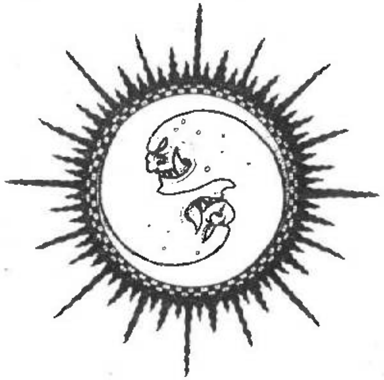
You turn invisible and sneak away through the tightly packed Kobolds, heading for the nearest exit. The Kobolds race about the chamber in confused and angry panic. *Test your Luck.* If you are Lucky, turn to 93. If you are Unlucky, turn to 460.

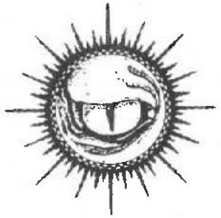
413

The tunnel continues straight for several leagues before disintegrating into a steep jumble of boulders. You climb this rock-fall, squeeze through a narrow opening near the tunnel ceiling, then slide down the other side over a jumble of sharp stones: lose 1 point of STAMINA for your cuts and bruises. When you have dusted yourself off, you see you have two tunnels to choose from. Will you go right (turn to 53) or straight (turn to 396)?

414

You fall for at least a hundred feet, during which you are battered against rocky walls and spiked buttresses. After your sudden stop at the bottom, you are in no condition to continue. Your adventure is over. Turn to 39.





415

Looking further down the vent, you can see, in the dim light, another rod, seemingly identical to the one you have just recovered. Will you climb deeper into the ground to get this second piece (turn to **263**), or return to the surface (turn to **205**)?

416

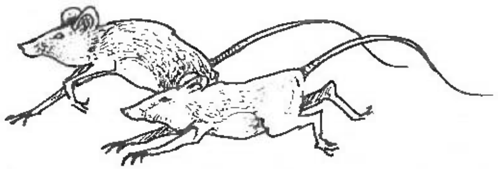
Tell Clovis to turn to **190**. Stay on this page until given instructions by the other player as to where you should turn to.

417

Talk with Clovis to decide whether he will open the box (turn to **255**) or you will open the box (turn to **333**).

418

Once on the other side of the bridge, the two of you follow a path into a thickly wooded forest; the path winds between hoary old oaks and thick undergrowth. At one point, when you have stopped for a short rest, you hear a couple of high-pitched voices arguing behind some large bushes. Talk with Clovis to decide whether the two of you will investigate the voices (turn to **322**) or continue along the path (turn to **353**).

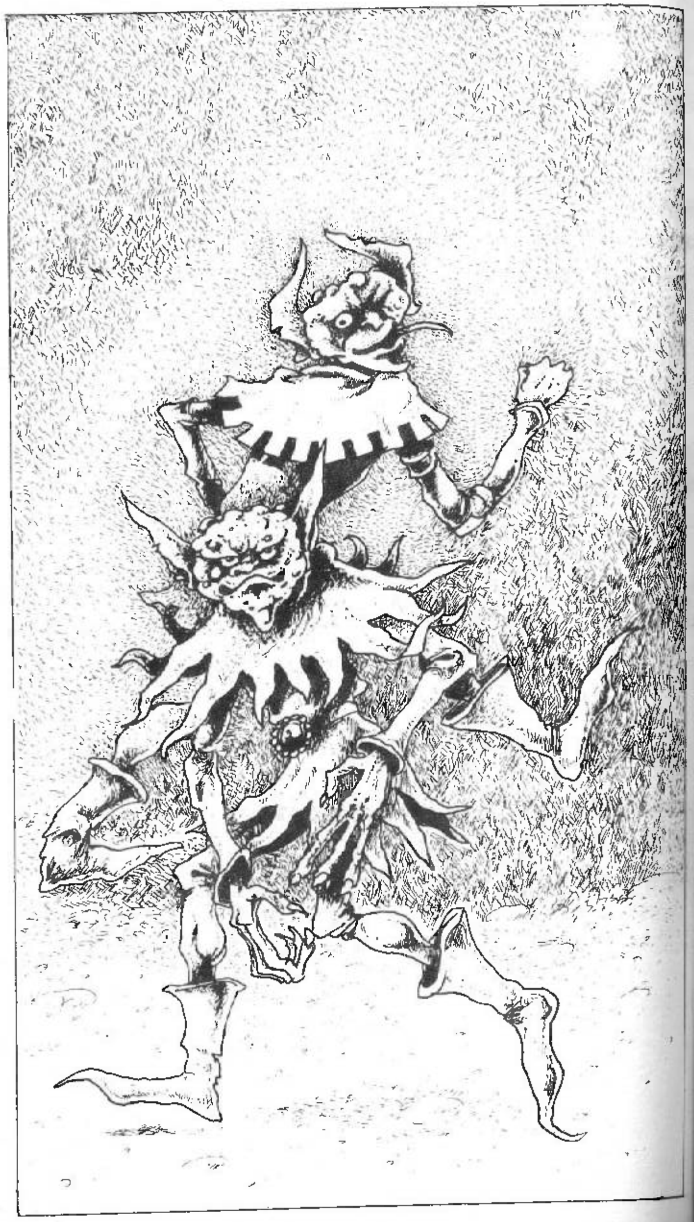


419

Which item will you use:

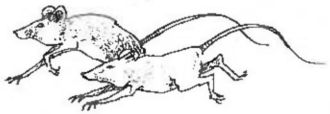
Mechanical Bird?	Turn to **253**
Staff of Two Pieces?	Turn to **297**
Red Gem?	Turn to **349**

If you have none of these items (or choose not to use them), then you must either cast a spell (turn to **441**) or stand fast (turn to **479**).



420

You push into the hills, and eventually camp in a shallow dell surrounded by low bushes. The two of you are woken in the middle of the night by the faint sounds of tiny feet and squeaky voices moving through your camp. Stirring to your feet, you find that some mischievous Scuttlies have emerged from hidden burrows and carried off just about everything but the clothes on your back. In fact, the last of your supplies have just disappeared underground, carried between two of the short, white creatures. Talk with Clovis to decide whether you cast a spell to recover your goods (turn to 83), or the two of you pursue the Scuttlies into their burrow (turn to 47).



421

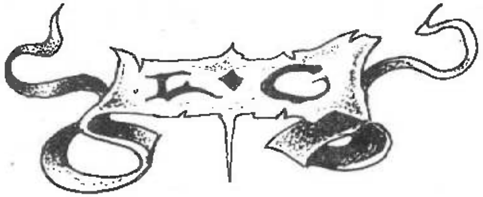
Talk with the other player to compare the number of Power Stones that you each have. If Clovis has more than you, turn to 44; if you have more than Clovis, turn to 185; if you have equal numbers, turn to 71.

422

Tell the other player to turn to **422**. You return to the cellar and present Clovis with the shield. He handles it with interest and then delight, and eventually slings it on to an arm. The two of you head for the door. Stay on this page until given instructions by the other player as to where you should turn to.

423

You utter your spell and fly away from the amazed puntmen, over the lake, and safely to the northern shore. Turn to **209**.



424

Tell Clovis to turn to **125**. The stakes burst into flames, creating a blaze strong enough to keep the hungry Sand Piranha circling at a safe distance until your bindings are suitably weakened and you can both break free. You lurch to your feet, grab your equipment (which, fortuitously, has been left nea by) and head off into the desert, away from both the caravan and the Piranha. Turn to **346**.

425

Clovis decides to take matters into his own hands. Stay on this page until given instructions by the other player as to where you should turn to.

426

Will you fly away from the caravan, at a cost of 3 MAGIC points (turn to **59**), turn yourself invisible, at a cost of 1 MAGIC point (turn to **127**), or transform the slaver's menial into an insect, at a cost of 3 MAGIC points (turn to **239**)? If the spell fails, you try running away (turn to **450**).

427

You land on the river of lava which, although rather hard, is certainly very hot. You are burnt to a crisp. Your adventure is over. Turn to **39**.

428

You head away from the light, and come across a rickety hut set against one of the compound walls, beside a narrow gate. A couple of small bundles, whose nature is difficult to make out in the darkness, rest against one wall. Talk with Clovis to decide whether you will both approach the bundles beside the hut (turn to **79**) or go through the gate (turn to **315**).

429

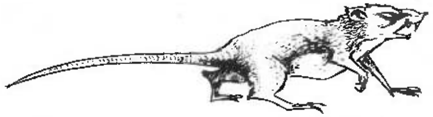
You journey across the rolling lowlands, following a well-worn goat-track. In the evening, as you look for somewhere to camp, a fierce storm boils out of the north and sweeps towards you at speed. Lightning crackles through the clouds; thunder roars across the hills. Suddenly several ferocious-looking supernatural beings descend on a fork of crackling fire. These three lightning monsters, who are formed of living flame, land in front of you, setting fire to the surrounding grass. With a roar like thunder, two leap forward, brandishing tridents of electricity. You may cast a Battle Spell if you wish.

	SKILL	STAMINA
First THUNDER BEAST	9	6
Second THUNDER BEAST	8	6

If you defeat them, turn to **491**.

430

'Welcome,' says the Druid, taking your arm and leading you towards the centre of the ring, where the others are standing. 'As Wood Guest,' he continues, 'you shall be permitted to perform the rites.' A fire is made, and both ivy and mistletoe laid on the central stone. The Druid's gestures tell you that you are expected to put one of these in the fire. Do you choose the mistletoe (turn to **75**) or the ivy (turn to **52**)?



431

You inch quietly past the snoring Hydra and approach the gate. When you push against it, a low *bong* sounds from the bell in the tower – and wakes the monster. It rises to its feet and considers you with unfriendly eyes. 'I am the Keeper of the Isle,' it says. 'You may not pass.' Will you attack it (turn to **487**) or try talking your way past (turn to **457**)?

432

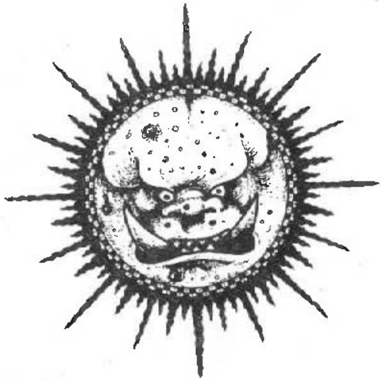
The path takes you ever deeper into a wood, until the sky can barely be seen through the maze of branches and leaves overhead. As dusk falls, you hear the faint sounds of light voices raised in song, drifting through the forest from the left. Will you leave the path to investigate this music (turn to **377**), or continue along the track (turn to **340**)?

433

You take the chalice to Peleus who, with a satisfied smile, sips from the contents. Instantly, the years drop from his shoulders, leaving a young and energetic man where once sat a king at death's door. 'I am whole again,' he says, lowering the goblet, 'and so my land will be healed.' Taking a small ring from a chain around his neck, he continues: 'Cousin, take this as a ward against the forces that oppose – it will see you well.' You notice that the ring is engraved with the single word 'HELL'. You take your leave from Peleus and journey into the wasteland beyond the castle. Turn to **180**.

434

Under the influence of your spell, the pool freezes solid, allowing you to stroll casually to the other side. As you continue through the valley, you notice, on top of a nearby peak, a large white villa with numerous spires. Will you climb up to this dwelling to seek directions (turn to **300**), or continue through the hills without aid (turn to **210**)?



435

Your spell takes immediate effect, reducing the Nightmare to a crystalline mass of black ice. After a moment's struggle, you manage to slip free from its rigid grasp and make your way to the other end of the hall. Behind the altar, flanked by a pair of stone griffons, are two large doors. Will you go through the left-hand door (turn to **477**) or the right-hand door (turn to **31**)?

436

'Nahh,' says the first. 'What do you take us for?' continues the second. They heft their clubs into the air. You will have to fight them. Turn to **363**.

437

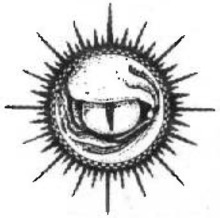
The right path leads you along a precipitous slope, and eventually ends in a junction on a cliff face. Will you take the track left (turn to **271**) or half-right (turn to **153**)?

438

Taking the left passage, Clovis immediately runs into another pair of Scuttlie guards. Another battle breaks out. As the tunnel is still very narrow, you may not take part in this battle. Stay on this page until Clovis has finished the battle, when he will tell you which page to turn to.

439

You grasp the gem, pull it from the light and discover that it is really clear, not red. Suddenly, a bright flame leaps from the jewel and races up your arm – consuming your body in seconds. Your adventure is over. If STATUS is 20, tell the other player to turn to **44**.



440

You cast your spell, step on to the surface of the lake and stroll to the other side, only the soles of your boots getting damp. You reach the other bank quite safely. Turn to **209**.

441

Will you fly away from the birds, at a cost of 3 MAGIC points (turn to **14**), launch a fireball at the birds, at a cost of 2 MAGIC points (turn to **67**), or send the birds to sleep, at a cost of 1 MAGIC point (turn to **216**)? If the spell fails, turn to 479.

442

An evil smile crosses the trader's face. 'Yes,' he says, 'I will recover this wayward slave, but I shall also take you.' He turns to his henchmen, points at you and cries, 'Seize him!' You will have to fight your way out of this one. Turn to 347.

443

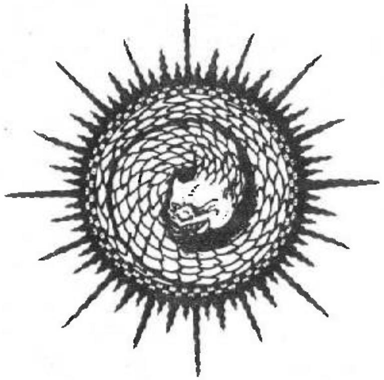
There are too many pirates to fight; so will you use a spell (turn to **356**) or look in your pack for a suitable item to overcome the situation (turn to **281**)?

444

Tell Clovis to turn to **444**. Something goes drastically wrong with the spell. The Moth, instead of turning into some harmless creature, changes into a tremendous Fire Dragon. It turns a baleful gaze upon the two of you, breathes in – then exhales, engulfing you in a fireball. Your adventures are over.

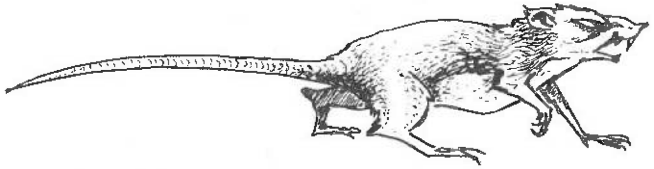
445

With a gesture of extreme irritation, the Nightmare knocks the fruit from your hands. 'Fool,' it says, 'how can you be king!' Turn to **404**.



446

You leave Clovis and stride off over the surrounding downs. There are two paths you could follow: one leads into a forest and the other into some rather craggy hills. Which will you take: the forest path (turn to **257**) or the track into the hills (turn to **167**)?



447

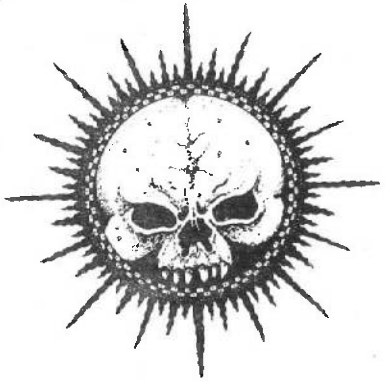
You just manage to grasp the edge of the chasm. You drag yourself back on to solid rock, return to the narrow passage you passed earlier and proceed down it. Turn to **337**.

448

The Unicorn grants your wish: add 1 point to your *Initial* LUCK score and restore your LUCK points to this new level. Turn to **373**.

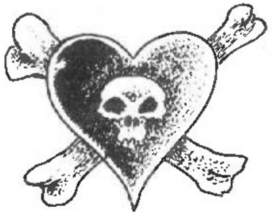
449

When you poke your head into the hole, you are immediately attacked by a long serpent-like creature which digs diamond-hard teeth into your shoulder: lose 2 points of STAMINA. You beat a hasty retreat, and decide to follow the path *away* from the hole. Turn to 398.



450

You begin to retreat. The slaver, in response, jumps from his sedan chair and throws a lariat at you; the loop curves magically through the air, twisting in mid-flight to intercept you. 'Take him, Slave-grabber,' calls the trader to his magic rope. 'Catch him quickly.' *Test your Luck*. If you are Lucky, turn to **267**. If you are Unlucky, turn to **466**.



451

Change ACTION to 31. Stay on this page until STATUS changes to one of the following values:

If STATUS changes to 1 or 14	Turn to **90**
If STATUS changes to 11	Turn to **366**
If STATUS changes to 12	Turn to **490**
If STATUS changes to 13	Turn to **470**

452

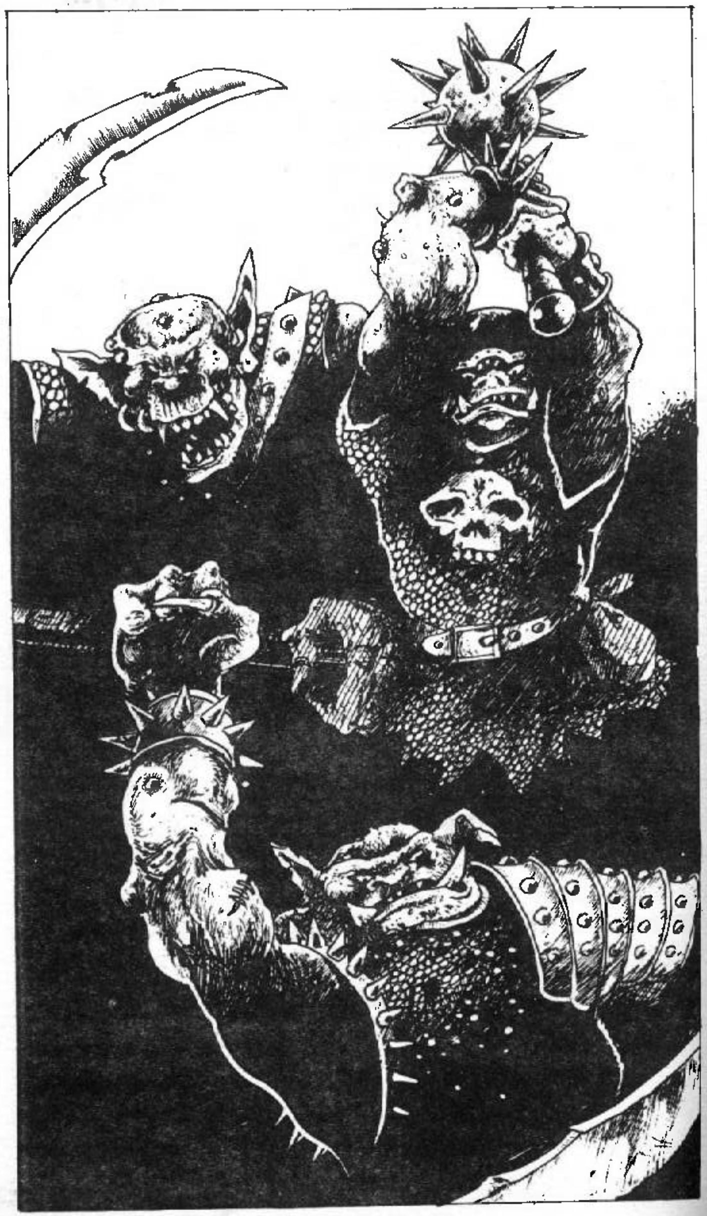
Turn to **101**.

453

Change ACTION to 30. Stay on this page until STATUS changes. If STATUS changes to 1, turn to **96**; if STATUS changes to 9 or 10, turn to **289**.

454

You grasp the gem, pull it from the light and discover that it is really blue. It starts to scintillate in your grasp, revealing its true nature as one of the Sacred Gems of Gundobad. If STATUS is 20 tell the other player to turn to **368**. Turn to **500**.



455

As you throw the door open, you hear a muffled cry from Clovis. Inside the hut, you find yourself confronted by three armed and hostile Orcs. The window through which Clovis was supposed to come is still shut. You fight the Orcs alone.

	SKILL	STAMINA
First ORC	8	6
Second ORC	7	4
Third ORC	6	4

If you defeat them, turn to 85.

456

You swim into the nearest cave, and proceed in darkness for twenty or thirty yards before emerging into a phosphorescent chamber occupied by two Mermen. These proud creatures, clutching broad-headed tridents to their chests and slowly flexing their powerful tails, speak telepathically to you: 'Stranger, do you seek the sacred conch?' Will you answer 'Yes' (turn to 158), or that you are shipwrecked and simply looking for a way to safety (turn to 258)?

457

'Now, let's not be hasty,' you say. 'Let me pass and I will give you whatever you ask. Name your price.' *Test your Luck*. If you are Lucky, turn to **105**. If you are Unlucky, turn to **407**.

458

The Tax Man takes your Gold Pieces (cross them from your *Adventure Sheet*) and then decides to impound your horse as down payment on the tax for your return journey (cross the horse from your *Adventure Sheet* as well). You continue along the track on foot. Talk with Clovis to decide whether you will continue to travel together (turn to **383**), or split up and travel alone (turn to **318**).

459

You may cast a Battle Spell if you wish. Leaping into the cave, you swing your staff at the first monster.

	SKILL	STAMINA
First HOBGOBLIN	8	6
Second HOBGOBLIN	8	4

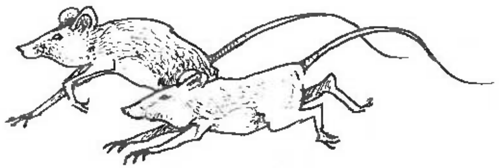
If you defeat them, turn to **172**.

460

Unfortunately, one of the Kobolds collides with you, and you both crash to the floor in a confusion of visible and invisible. The others, quick to note what has happened, toss a cloak over you and drag you back before their chief. Will you fight your way out of this situation (turn to **46**) or, if you haven't already, offer tribute to the chief (turn to **141**)?

461

The spell fails, allowing the tree to continue its murderous contraction. You have both air and life crushed from you. Your adventure is over. Turn to **39**.

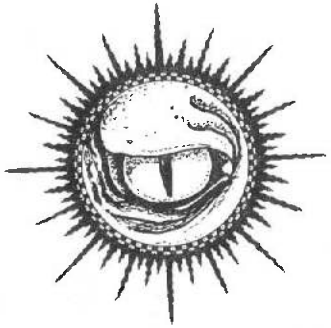


462

The path winds through the desert and eventually peters out near a small oasis. Drawing closer to this, you see a number of tents, pack animals and chained slaves, huddled in the precariously small amount of shade available from the few trees rising out of the sand. While you are considering this scene, a short, bearded man, wrapped in voluminous clothes, appears over a rise to one side and approaches. 'Hail, strangers,' he says, heartily, 'come down into the caravan. All is safe!' He strides past, heading towards the tents. Talk with Clovis to decide whether Clovis will go into the oasis while you wait here (turn to **150**), or whether you both stay where you are until nightfall, then you alone can creep down to have a look around (turn to **286**), or whether you both stay put and wait for the caravan to move on (turn to **249**).

463

Having vanquished the guards, you step into the villa's entrance hall, intent on finding out why the master of the house mistreats innocent strangers. You can see a corridor and, through an archway, a large garden. Will you follow the corridor (turn to **243**) or enter the garden (turn to **378**)?



464

'What an insult!' say the heads. With lightning speed, the Giant snatches the two of you up and stuffs you into an enormous cowhide sack. 'You'll do very nicely for dinner,' he says, slinging you over his shoulder. Talk with Clovis to decide whether you should cast a spell (turn to **394**) or not (turn to **425**).

465

Change ACTION to 32. Stay on this page until STATUS changes to 1, 11, 12, 13 or 14; then turn to **227**.

466

The magic rope coils around your body, pinning your arms and holding you fast. The trader cackles evilly as he takes the rope and drags you to the end of the long line of slaves. Once he has manacled you in place, he returns to the head of the procession and leads off through the hills. You trudge along with the rest. Turn to **217**.

467

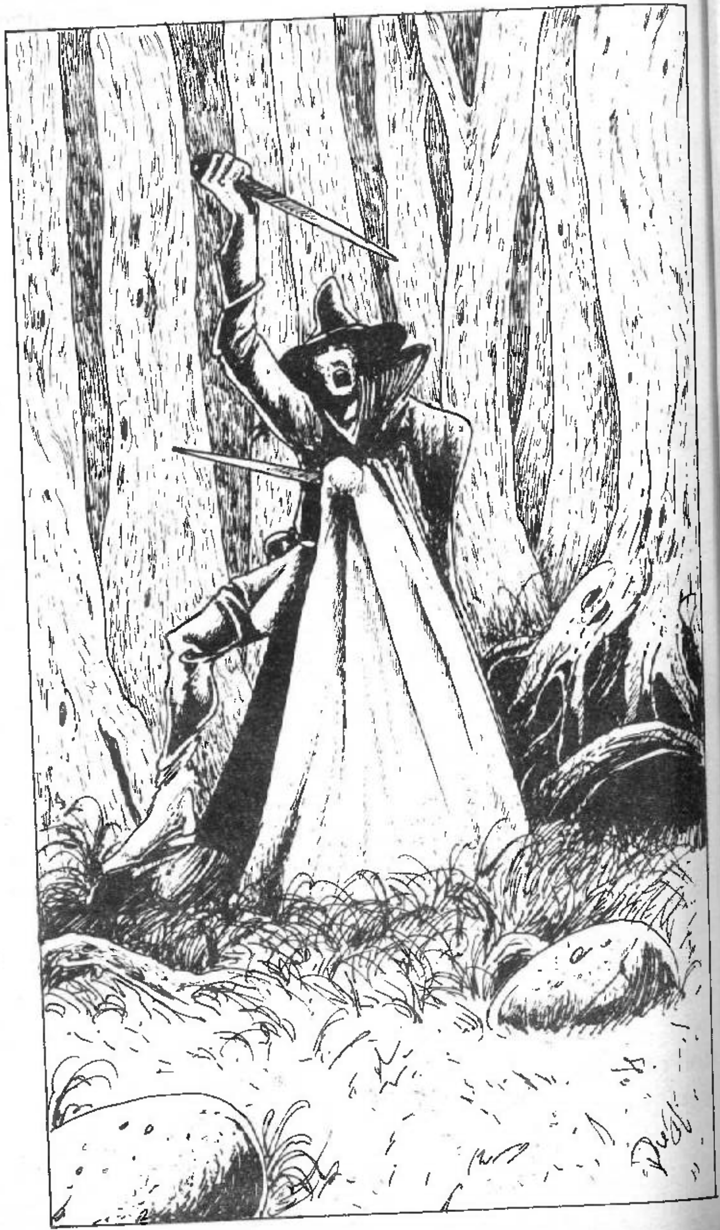
They look at each other, casually toss their clubs from paw to paw, and scratch the ground with their feet. Eventually they agree. You pass a Gold Piece over and tell them to go immediately to the toll bridge over the Scamder; you describe Clovis to them as their intended victim. They nod and disappear into the forest. Turn to **226**.

468

Your spell rocks the whole cavern with an icy blast. The Imps, however, seem unperturbed by the biting cold with which you have surrounded them. They continue their dive towards you. Turn to **80**.

469

Roll one die. If the result is even, turn to **73**. If the result is odd, turn to **3**.

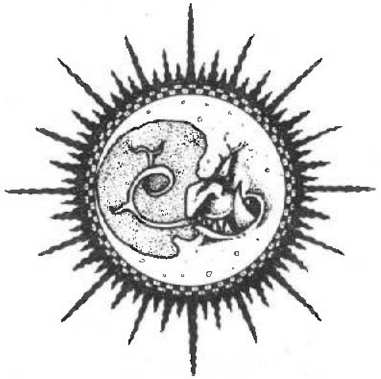


470

When you head for the edge of the grove, you are intercepted by a tall man wearing thigh-length leather boots – the mark of a professional witch-hunter and anti-sorcerer. 'Lothar, we meet at last,' he says in deep nasal tones, drawing two long dirks from his belt. 'Your days of wickedness are over.' He lunges at you. His dirks have the power of neutralizing magic, so you may *not* cast a Battle Spell to defend yourself.

WITCH-HUNTER SKILL 11 STAMINA 6

If you defeat him, turn to **90**.

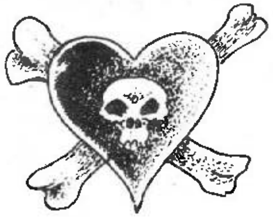


471

In the morning, the two of you go in search of the old monk, but find no trace of him. When you inquire of Sweeney the publican as to the old fellow's whereabouts, you are led to a small, dim room in the back of the inn. 'This was his room,' says Sweeney, stepping out for a moment to light a torch, 'and now it will be yours!' With a malicious smirk on his features, he twists a fixture on the room's outside wall, which causes the floor to open. You plunge headlong into the stone-floored cellar below, and are knocked cold. Stay on this page until given instructions by the other player as to where you should turn to.

472

The puntmen, under the influence of your spell, inform you that, although the lake is very shallow, it really is inhabited by venomous invisible fish. Will you pay the puntmen to take you across (turn to **245**), or use another spell to get you over (turn to **386**)?



473

The gate leads you into the tower's inner keep, a large circular chamber whose walls are lined with at least a score of doors. Picking an exit at random, you proceed down a long corridor into yet another chamber – but this one is occupied by a large band of Kobolds. 'Grab him!' cries the Kobold chieftain upon your entry. Several of his minions – a bit quicker off the mark than you – knock you to the floor. 'Well, human,' says the chief, 'I demand suitable tribute if you are to pass through my kingdom. What have you?' Will you:

Offer the chief one of your possessions?	Turn to **141**
Break free and fight your way clear?	Turn to **46**
Cast a spell?	Turn to **211**

474

You jump on the rug and utter what you hope are the appropriate commands to keep it in the air. It works! You fly over to the captives, grab one, fling the startled fellow on to the rug and then speed off over the heads of the Djinn's terrified guests. With a roar of anger, the Djinn jumps on to his own flying carpet and takes off after you. There are three exits from the room. Which will you take:

A window?	Turn to **95**
A large door?	Turn to **121**
A small door?	Turn to **135**

475

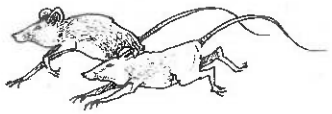
The Unicorn grants your wish: restore your MAGIC points to their *Initial* level. Turn to **373**.

476

When you reach the Wood Sprite, a wicked smile flits across his face. 'Fool,' he says, 'now you will be food for my tree.' Several thin branches twist out of the foliage around you and seize your arms and legs. The tree's trunk splits open into a wide mouth, ready to receive your body. Unable to fight, you must cast a spell. Will you set fire to the tree, at a cost of 1 MAGIC point (turn to **195**), shrink the branches, at a cost of 2 MAGIC points (turn to **222**), or weaken the tree, at a cost of 1 MAGIC point (turn to **330**)? If the spell fails, then you are killed (turn to **39**).

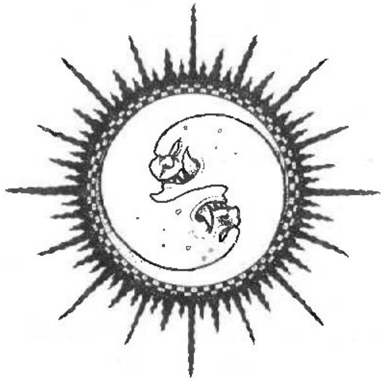
477

You enter a large cavern, where you find another Power Stone in a crack in the ground. You take this and then carry on. The cavern is large and filled with many softly glowing mounds of what seems to be moss. Will you investigate one of these mounds (turn to **62**) or leave them be (turn to **393**)?



478

Clovis, having defeated the guards, pushes further into the burrow, and reaches a split in the tunnel. One passage is well worn, while the other, though wider, seems to be rather disused. Talk with Clovis to decide whether you will both go down the well-worn passage (turn to **283**) or the wider, disused passage (turn to **399**). Alternatively, if you haven't already cast a spell, you could return to the surface and do so now (turn to **83**).



479

The birds come straight at you. You manage to knock the leading bird out of the way with your staff, but the others hurtle forward and smash into you with deadly effect. Your adventure is over. Turn to **39**.

480

Tell Clovis to turn to **480**. The Moth batters itself against you; it is dangerously strong. You will have to fight it. Talk with Clovis and fight the battle together, each attacking the Moth one at a time in alternate combat rounds.

MOTH SKILL 7 STAMINA 10

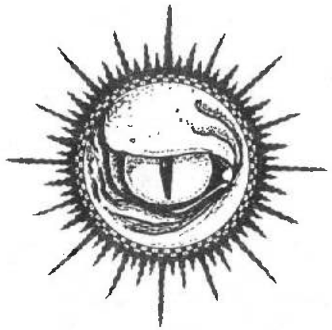
If you defeat it and Clovis is alive, turn to **202**; if you win, but Clovis is dead, turn to **497**.

481

You open the door a fraction and see the publican and his wife in a large room which is lit by the guttering candles of a chandelier. He is standing by a huge cauldron, busily stirring the frothy contents, while she is hunched over a roaring oven, and seems to be baking pies. The publican dips a large ladle into the cauldron; when he draws it out, you can see that it contains human hands and other bits and pieces. Cannibals! Talk with Clovis to decide whether you will rush the wife, while Clovis swings from the chandelier to kick the publican into the cauldron (turn to **138**), or Clovis will rush the wife, while you swing from the chandelier to kick the publican into the cauldron (turn to **43**).

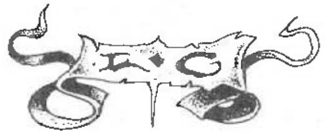
482

You grasp the gem, pull it from the light and discover that it is really red. Suddenly, a bright flame leaps from the jewel, races up your arm and consumes your body in seconds. Your adventure is over. If STATUS is 20, tell the other player to turn to **44**.



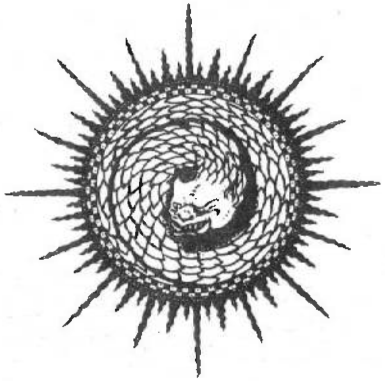
483

'OK,' say the Giant's heads in unison, 'you can pass.' You walk around the massive figure and continue down the track. Turn to **224**.



484

You cast your spell and jump on to the water which, being very hot, burns the soles of your feet: lose 1 point of SKILL. You jump in painful and excited bursts across to the other side. As you continue through the valley, you notice, on top of a nearby peak, a large white villa with numerous spires. Will you climb up to this dwelling to seek directions (turn to **300**), or continue through the hills without aid (turn to **210**)?



485

You reach Clovis just as he deals the death-blow to the last of the Lizardmen; the creature's cold blood flows into the sand at your feet. But the rest of the caravan guards have been alerted. The two of you decide to retreat back into the desert. Turn to **249**.

486

You both creep up to the door, draw your weapons and rush into the hut – taking the three Orcs inside by surprise. You may cast a Battle Spell if you wish. Talk with Clovis and fight the battle together, each attacking one Orc at a time.

	SKILL	STAMINA
First ORC	8	6
Second ORC	7	4
Third ORC	6	4

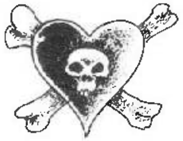
If you defeat them and Clovis is alive, turn to **9**; if you win, but Clovis is dead, turn to **35**.

487

You may cast a Battle Spell if you wish. Fight the Hydra's heads one at a time, as if they were separate opponents.

	SKILL	STAMINA
First HEAD	11	4
Second HEAD	10	4
Third HEAD	9	4

If you defeat it, turn to **41**. If you are killed by the monster, turn to **294**.

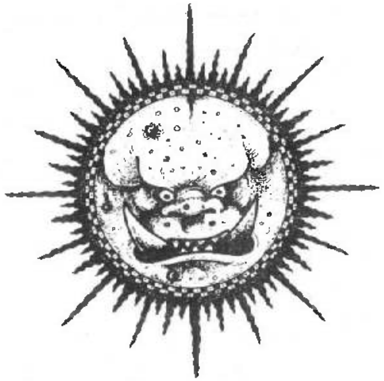


488

As you creep around the blaze towards the gate, you are spotted by one of the Amazons. With a warning shout to the others, she charges down at you, and soon you have three opponents. You may cast a Battle Spell if you wish. Talk with Clovis and fight the battle together, each attacking one Amazon at a time.

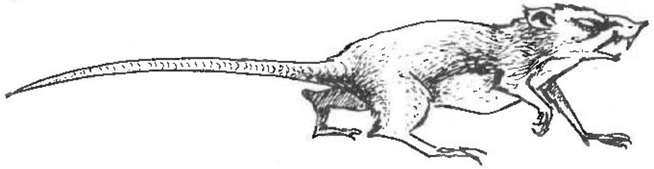
	SKILL	STAMINA
First AMAZON	10	6
Second AMAZON	9	4
Third AMAZON	9	4

If you defeat them and Clovis is alive, turn to **315**; if you win, but Clovis is dead, turn to **376**.



489

You return to the Wight's cave and feel your way through the darkness to its inner chamber and the stolen materials. Once you have collected them together, you return to the Faerie glade. Turn to **7**.



490

When you head for the edge of the grove, you are intercepted by a tall man wearing thigh-length leather boots – the mark of a professional witch-hunter and anti-sorcerer. 'Lothar, we meet at last,' he says, in deep nasal tones, drawing two long dirks from his belt. 'Your days of wickedness are over.' He lunges at you. His dirks have the power of neutralizing magic, so you may *not* cast a Battle Spell to defend yourself.

WITCH-HUNTER SKILL 11 STAMINA 6

If you defeat him, turn to **200**. If you are defeated, tell Clovis to turn to **282**.

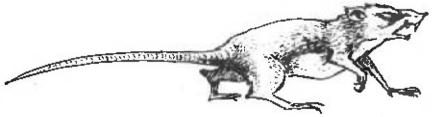
491

'Excellent,' booms the third and largest lightning creature, after you have vanquished his two companions. 'I am Electron, Lord of the Storm, and I like your spirit, Lothar. In fact, I like it so much, I'm going to give you a fighting chance instead of just blasting you where you stand.' With a flourish of a blazing hand, he surrounds you with three spinning bands of electricity, each a different colour: one is blue, another yellow and the last red. 'There is a riddle, too,' says Electron, 'which goes like this:

ESCAPE
Strongest I am,
but no faster than the rest.
Hasten towards me
and I disappear.
To weaken me
retreat.'

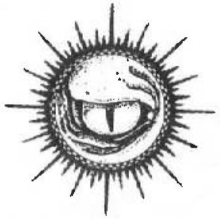
Which band of electricity will you touch in response to this puzzle:

The red?	Turn to **118**
The yellow?	Turn to **163**
The blue?	Turn to **201**



492

You safely leave the castle and head out into the surrounding wasteland. The chalice – rather surprisingly – begins to speak to you in a deep voice: 'You have betrayed your lineage, Lothar, and for this you must pay. You are cursed to wander the land in sickness, never knowing what it is to be whole.' From now on you may never recover *any* STAMINA points, only lose them. Turn to **180**.

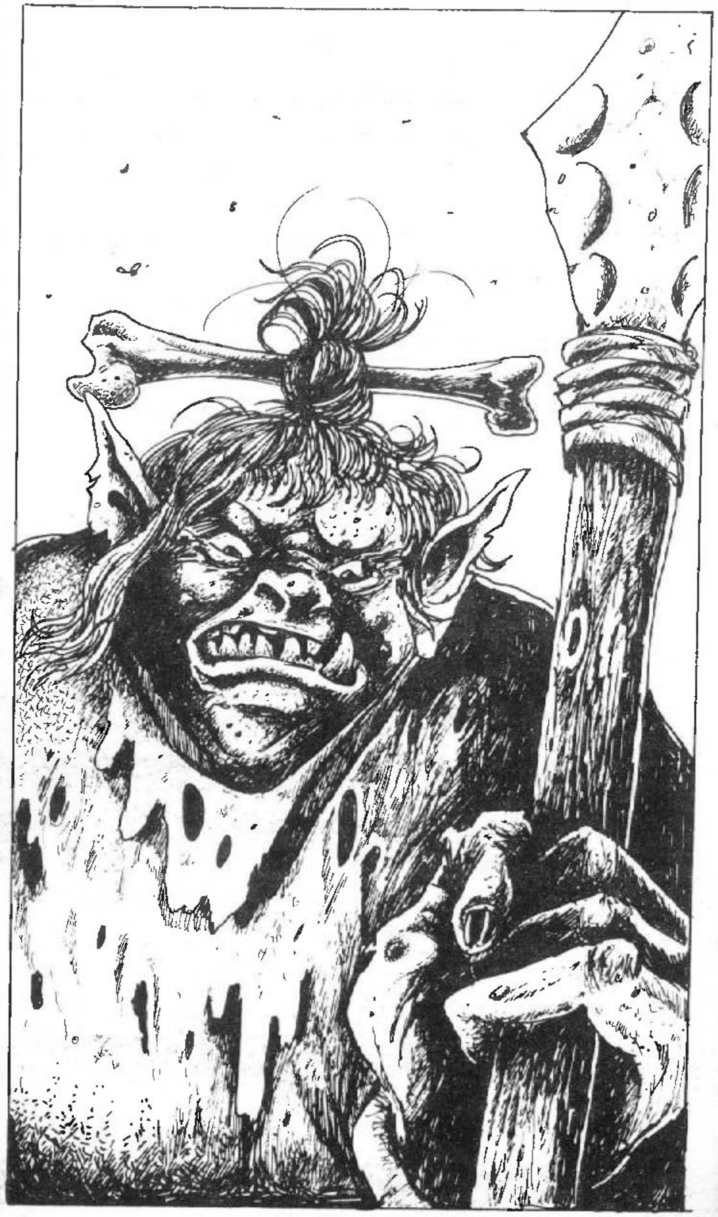


493

After a few days on the slave-route, the caravan runs into Clovis. The slaver, ever greedy, soon attempts to add your brother to his already large collection of slaves. Clovis, unwilling to join you in manacles, defends himself vigorously. If Clovis is defeated or captured, turn to **298**. If Clovis defeats the slaver, turn to **381**.

494

Change ACTION to 37. Stay on this page until STATUS changes to 1, 17 or 18; then turn to **22**.



495

After a while, you stumble across a rather large mountain Hobgoblin sitting in the mouth of a cave, chewing on a few bones. The monster is delighted at your arrival in lean times, and leaps at you with a long spear. You may cast a Battle Spell if you wish.

HOBGOBLIN SKILL 8 STAMINA 6

If you defeat it, turn to 4.

* * *

496

Death cackles good-humouredly, repossesses the children, and then vanishes back into the road. Talk with Clovis to decide whether you will continue travelling together (turn to **107**) or split up (turn to **63**).

497

With Clovis dead, you proceed through the hall alone, and emerge on the other side of the river into bright sunlight. Before you, disappearing into the surrounding forest, are two tracks. Will you follow the left track (turn to **432**) or the right one (turn to **340**)?

498

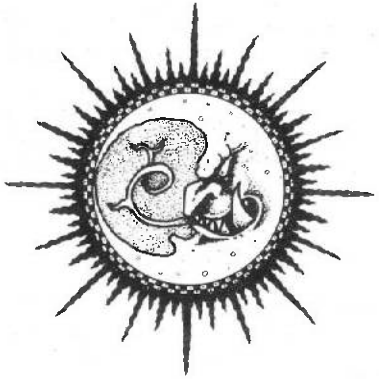
Having vanquished the Giant, you continue down the path. If Clovis has been killed, turn to **2**; otherwise, turn to **224**.

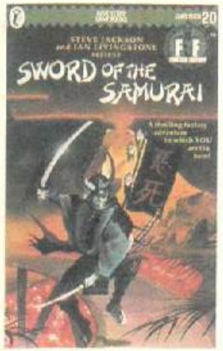
499

When you regain consciousness, you find the clearing completely deserted and the wind blowing eerily through the tooth-like stones. You return to the path in the forest. Turn to **367**.

500

'King Lothar,' says the Demon, returning you to the door, 'the Sacred Gem has selected you as successor to your father! Now, go back to your lands.' You return to the hall, triumphant at your accession to the throne, and ready to begin a long and just reign over your people . . . until the time when you must send your own successors in search of yet another of the blue stones of Gundobad.

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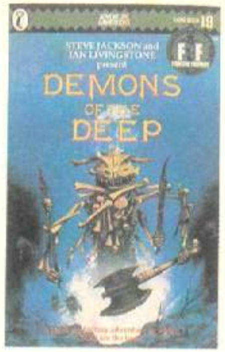
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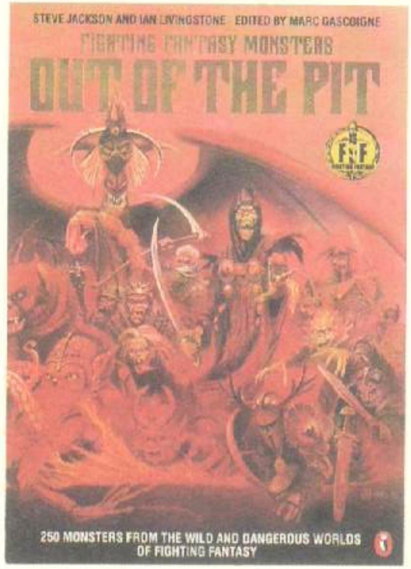
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